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DUNGEON®

A Dungeons & Dragons® Roleplaying Game Supplement

DUNGEON®

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ABOUT THE COVER: *What happens when the Silver Flame goes out? Miles Johnson shows us the fiendish truth in this month's featured illustration for "Dark Lantern."*

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Senior Producer	**Christopher Perkins**
Producers	**Greg Bilsland, Steve Winter**
Managing Editors	**Miranda Horner, Kim Mohan**
Development and Editing Lead	**Jeremy Crawford**
Developer	**Chris Sims**
Senior Creative Director	**Jon Schindehette**
Art Director	**Kate Irwin**
Graphic Production Manager	**Angie Lokotz**
Digital Studio Consultant	**Josh Dillard**
Contributing Authors	**Craig Campbell, Robert J. Schwalb, Chris Sims, Peter Sleijpen**
Contributing Editors	**Michele Carter, Chris Sims, Penny Williams**
Contributing Artists	**Eric Belisle, Zoltan Boros, Steve Ellis, Miles Johnson, Michael Komarck, Aaron Miller, Adam Rex, Chris Seaman, Phill Simmer, Tyler Walpole**
Cartography	**Jared Blando, Jason A. Engle, Franz Vohwinkel**

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Dungeon!

By Christopher Perkins

I never played the *Dungeon!*™ adventure board game when I was a kid. My first taste of dungeon exploration was the D&D® roleplaying game, specifically the "blue book" with the Dave Sutherland cover art featuring a red dragon rendered (oddly enough) in monochromatic blue. However, lots of folks got their first taste of dungeon exploration from the board game, which was first published in 1975 and republished many times over the years. The latest version was released by Wizards of the Coast late last year, and it features a beautiful new rendering of the game board's eponymous dungeon map.

While I can't claim that *Dungeon!* was the first-ever "dungeon crawl," it certainly helped to define what a dungeon crawl entails, and it absolutely helped to differentiate D&D-style dungeons from what dungeons are in the real world. The idea of a subterranean labyrinth full of rooms, monsters, and treasure has survived and thrived in every edition of the D&D game, from the earliest campaigns run by Dave Arneson and Gary Gygax to the elaborate "adventure paths" of the modern era. You literally can't have Dungeons & Dragons® without dungeons as we've come to know and love them.

For our "dungeon" theme this month, we thought it might be fun to take the map of the dungeon from the revised *Dungeon!* Fantasy Board Game and build a D&D roleplaying game adventure around it. We gave the project to Rob Schwalb because he's such a superfan of the original board game—we knew he'd "do right" by the material. "No Rest for the Wicked" gives the dungeon a bit of a back story it never had before, and throws in a few twists and turns, but Rob put a lot of effort into emulating some of the board game experience by featuring monsters and treasures that would be familiar to *Dungeon!* enthusiasts.

Also tying to this month's theme is "The Elder Elemental Eye," an adventure originally created for the D&D Encounters™ program. A sizable chunk of that adventure takes place in a dungeon with a particularly"old school" feel.

I freely admit that D&D dungeons are nonsensical. Surely there are more cost-effective ways to trap monsters, kill adventurers, and keep treasures out of unwanted hands. Still, the dungeon is such a wicked concept that no D&D world can have too many of them, in my opinion. Dungeons come in unlimited configurations and sizes, and the really good ones have a character all their own. If you've ever considered submitting an adventure proposal, you can do a lot worse than pitch a really cool dungeon concept. The magazine is called *Dungeon*, after all.

Of course, we know that dungeon crawls aren't for everyone. This month's feature adventure, "Dark Lantern," proves that you can take the fun out of the dungeon and put it just about anywhere—in a gnome's house, a crumbling manor, a flying tower, or a burning cathedral. One could argue that these are just dungeons of a different sort—smaller and less labyrinthine, yes, but still self-contained environments that adventurers can explore to their hearts' content. The D&D "dungeon" is more of a concept than a place. It's been my experience that you can take the adventure out of the dungeon, but it's a lot harder to take the dungeon out of the adventure.

No Rest for the Wicked

A D&D® adventure for characters of levels 7-9

By Robert J. Schwalb

Illustrations by Michael Komarck and Chris Seaman

Cartography by Franz Vohwinkel

Stories about a well known (and very deadly) dungeon have made the rounds through nearly every tavern in the Borderlands. They range from cautionary tales told to eager adventurers looking for loot and glory in the ruins of the past to whispers about heroic deeds accomplished while fighting unfathomable evil. Although every bard and minstrel has plenty to say about this so-called dungeon, few people know where this site can be found, why it was built, and what treasures lie in wait for those who brave its depths. The lack of concrete details stems from the site's own mutable nature. The dungeon adapts, changes, and improves, almost as if it were alive. And maybe it is.

"No Rest for the Wicked" is a Dungeons & Dragons® adventure for characters of levels 7-9. The adventure uses the board from the *Dungeon!*™ Fantasy Board Game as its map.

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Background

No one was ever supposed to die. The Dungeon was supposed to save lives, to prevent deaths in the field, and to arm adventurers with the skills they needed to make their way in a dangerous world. At least, this is what the archmage Addiv Ragemry had hoped for when he created it.

The evidence of original intent is everywhere in the Dungeon (to which Addiv never attached a name, although it has earned many names over the years including the Dungeon of Evil, the Dungeon of Demise, and the Dungeon of Lost Souls). The illusions populating the eerily similar rooms never kill and most traps here were meant to delay or misdirect. The archmage knew no amount of instruction and no amount of time spent studying accounts from other adventurers would be the same experience as fighting for one's life in a dangerous dungeon environment. With this thought in mind, he constructed an elaborate maze of six levels below his great tower.

Students—apprentice wizards for the most part, though sometimes cadets from the war college joined them—entered the dungeon through the main staircase, explored the Great Hall, and set off to contend with the tricks and traps. The monstrous illusions of everything from dire rats to terrifying dragons tested the students' skill without causing injuries any more significant than a few scrapes and bruises. And if a student "dies," the unseen servants keeping the place clean whisked the fallen adventurer back to the Great Hall to start again. This process continued until someone "defeated" the Dungeon.

As a clever—if expensive—idea, the complex prepared a whole new generation of adventurers. For as long as the self-styled Dungeon Master could look on, watching his creation to ensure its purpose was never perverted, the dungeon was more or less safe. The wizard was not immortal, however, and eventually Addiv moved on to find a place among the legendary wizards of history. In his absence, the site fell into ruin. The illusions giving the place its character faded in power or, in the larger chambers, guttered out completely. The tower above tumbled to the ground, and, with the structure no longer a deterrent, genuine monsters moved into the twisting passages to make the place their own.

THE DUNGEON! LIVES

I was more than a little excited when I found out a new edition of the classic *Dungeon!* board game was going to hit the shelves. I played the heck out of the game when I was a kid and managed to get my hands on an older copy a few years back when I was asked to write an essay about the game in Green Ronin Publishing's *Family Games: The 100 Best*. So when Chris Perkins and Greg Bilsland approached me to write an adventure that would use the game board as the map, there was no way I was going to turn down the opportunity.

Beyond making sure I used the game board, I was free to tackle this in any way I chose. I wanted to do more than just use the map. I wanted to translate the board game's play experience to D&D, much like David R. Megarry wanted to translate the D&D experience into a board game when he first designed the game. For this reason, you'll find that the adventure's monsters, treasures, and traps largely derive from the cards in the board game. The framing story can play a part in the characters' exploration, as you'll see here, or you can run this as an old school dungeon delve. The idea is to celebrate the *Dungeon!* board game as a key component in D&D's history, and I hope you enjoy running and playing through this adventure as much as I did writing it.

The most recent inhabitant to settle in the dungeon is an unhinged wizard named Merlas, a powerful mage steeped in arcane lore and possessed by an all-consuming need to achieve immortality. He stumbled across one of Addiv's tomes and became entranced by the dungeon's design, though not for its original purpose. Merlas respected the power used to construct the dungeon and believed the magical energy could be channeled to further his own ambitions. Merlas located the dungeon and, with the aid of his cohorts, established himself as its master.

Adventure Hooks

You don't have to have a reason to run this adventure. The player characters can just start on the stairs headed down to the Great Hall. If you need a pretext, you can use one of the provided adventure hooks or come up with one of your own.

Addiv's Ghost: An item carried by one of the player characters has a stowaway: the item's creator, the ghost of Addiv. The ghost manifests before the player characters during one of their extended rests and begs them for their aid. The ghost cannot rest until all the monsters haunting the Dungeon are destroyed or driven away.

Escape the Dungeon: After a bitter defeat at their enemies' hands, the player characters awake in the Cells. They have no idea where they are or how they got to this place, but a quick interview with Merlas reveals that they stand little chance of surviving for long unless they somehow escape. The dim-witted ogres are easy to fool, so after the adventurers defeat their jailers and locate their equipment, they can set out to find their way to freedom.

Quests

The characters can undertake and complete either of the following quests.

Major Quest: Thwart Merlas

10th-Level Major Quest (500 XP/character)
Merlas works day and night to complete a phylactery that will house his soul. The characters complete this quest and earn the XP reward if they destroy the phylactery.

Minor Quest: Loot the Dungeon

10th-Level Minor Quest (100 XP/character)
Sacks of gold, gemstones, and other treasures litter the dungeon. An adventurer completes this quest when he or she accumulates at least 2,000 gp and escapes from the dungeon. Magic items found during the adventure do not contribute toward the gp total required to complete this quest.

Running the Adventure

The entire adventure takes place in the Dungeon. You decide the Dungeon's exact location in your campaign setting and what the characters might find outside it. The adventure assumes the dungeon spreads out beneath a ruined tower that's safe enough for the adventurers to take an extended rest.

The adventure has no expectations about what order the characters explore the rooms and chambers. In other words, the characters can go in whichever direction they choose. The greater the dungeon level, the more challenging the encounters.

The adventure uses the board from *Dungeon!* The board and the map in this adventure are identical.

Encounters take place in rooms (the color-coded squares) and chambers (the named locations). You randomly determine the contents of each room by rolling dice and comparing the results to the tables. Most encounters pit the characters against an illusion. You might find it helpful to generate a few rooms in advance for easy reference.

Each chamber holds one or more monsters or a dangerous trap. Refer to the named entries for details on running these encounters.

Exploring the Dungeon

Several features are common throughout the dungeon.

Corridors: All corridors have an average width of 10 feet and each "space" is approximately 25 feet long. Flagstones cover the floors, and the walls are green-gray stone blocks cemented in place with now-crumbling mortar. The walls meet 15 feet overhead to form an arch.

The corridors are dark, though light from chambers fill a space or two in the corridor adjacent to the chamber with dim light.

Cobwebs hang from the ceiling. Puddles of brackish water cover the floor here and there. Centipedes, beetles, dire rats, and other vermin flee from light sources brought into the dungeon. These creatures are harmless. Especially the centipedes.

Finally, for every six spaces the characters travel, roll a d6. On a 6, the characters find a pile of bones or a bloodstain on one of the walls. The bones belong to previous adventurers who found their ends in the dungeon. The blood can be old or fresh as you decide.

Invisible servants—as the Unseen Servant ritual, except they are permanent and follow the instructions last given to them by their creator—keep the corridors clean in a haphazard fashion, hence the occasional tibia or spot of red. You can use these servants to add to the atmosphere by having them erase the characters' footprints, pick up or catch thrown objects (in the corridors only), and do anything else to make the place feel haunted.

Doors: All doors in the dungeon are made from wood planks held together by three bronze bands. Hinges can be accessed from inside a room. The doors are unlocked and opened easily. If the characters leave a door open and do not secure it, the door swings shut on its own a few seconds later.

Secret Doors: The secret doors in the dungeon lead to hidden rooms and side passages. The secret doors look like ordinary wall sections. A character can find a secret door with a successful DC 17 Perception check. If the characters have prisoners with them, there's a chance he or she (or it) might know about a secret door. Roll a d6 whenever the characters enter a space next to a secret door. On a 6, the prisoner knows there's a secret door here and reveals this information at your discretion.

Rooms and Chambers: These locations have special features and are described below.

Resting in the Dungeon

The dungeon's nature interferes with the ability for player characters to take short rests. The magic permeating the place clouds the characters' minds with disturbing visions, strange sensations, and other experiences that make it impossible to physically or mentally rest. The only places where characters can take a short rest are in the chambers, such the Great Hall or the Guard Room, and then they can rest only once in these areas. After a rest, the dungeon's magic fills these places and creates the same unnerving experiences.

When the characters try to take a rest in a corridor or room, inform them that no matter how long they linger in this place, rest and sleep are impossible. Color this information with descriptions of horrific visions and strange sensations as needed. Later, when the characters enter a chamber, inform the players that the nagging strangeness that has afflicted them during their explorations has abated enough that they could rest there, assuming the characters first deal with the chamber's inhabitants.

Extended rests in the dungeon are impossible. To take an extended rest, the characters must backtrack to the entrance and make camp outside.

Milestones

The characters reach a milestone each time they successfully clear a chamber.

Treasure

The characters can find treasure in the dungeon by defeating real and illusory monsters. When the characters defeat an illusory monster or real monster in a room or chamber, they have a chance of finding treasure. Roll the die or dice indicated on the following tables to determine the treasure the characters find. Characters can find each particular treasure just once. When they find the treasure, cross it off. Future results of the same treasure result in nothing. So if the characters find a sack of 50 gp and you later get a treasure result of "sack of gold (50 gp)," treat the result as if that room or chamber has no treasure.

The Dungeon map and the *ESP medallion* are described after the tables.

DUNGEON LEVEL 1 TREASURE

d10	Treasure
1-2	Sack of gold (25 gp)
3-4	Sack of gold (50 gp)
5-6	Sack of gold (75 gp)
7-8	Sack of gold (100 gp)
9	Magic weapon +2 or magic implement +2
10	Dungeon map

DUNGEON LEVEL 2 TREASURE

d10	Treasure
1	Sack of gold (25 gp)
2	Sack of gold (50 gp)
3-4	Sack of gold (100 gp)
5-6	Silver cup (100 gp)
7-8	Silver ring (200 gp)
9	Magic weapon +2 or magic implement +2
10	Dungeon map

DUNGEON LEVEL 3 TREASURE

3d6	Treasure
3	Sack of gold (75 gp)
4-5	Sack of gold (100 gp)
6-8	Silver cup (100 gp)
9-11	Silver ring (200 gp)
12-14	Gold cup (250 gp)
15-16	Gold ring (300 gp)
17	ESP medallion (level 7)
18	Dungeon map

DUNGEON LEVEL 4 TREASURE

3d6	Treasure
3	Sack of gold (100 gp)
4	Silver cup (100 gp)
5-6	Magic weapon +3 or magic implement +3
7-8	Silver ring (200 gp)
9-10	Gold cup (250 gp)
11-12	Silver coffer (400 gp)
13-14	Jade idol (500 gp)
15	Small emerald (500 gp)
16	Small sapphire (600 gp)
17	Crystal ball
18	Dungeon map

DUNGEON LEVEL 5 TREASURE

2d8	Treasure
2	Silver ring (200 gp)
3-4	Gold cup (250 gp)
5-6	Gold ring (300 gp)
7-8	Silver coffer (400 gp)
9-10	Jade idol (500 gp)
11-12	Small emerald (500 gp)
13-14	Small sapphire (600 gp)
15	Silver necklace (700 gp)
16	Dungeon map

DUNGEON LEVEL 6 TREASURE

2d8	Treasure
2	Silver coffer (400 gp)
3-4	Small emerald (500 gp)
5-6	Jade idol (500 gp)
7	Small sapphire (600 gp)
8	Silver necklace (700 gp)
9-10	Small ruby (800 gp)
11-12	Gold necklace (900 gp)
13	Small diamond (1,000 gp)
14	ESP medallion (level 7)
15	Magic weapon +3 or magic implement +3
16	Crystal ball

Dungeon Map

The characters find a map of the dungeon. If you have the game board, you can lay it out where everyone can see it. Otherwise, show the players the map from this adventure.

ESP Medallion

Few *ESP medallions* reach the mortal world, since the githyanki artificers jealously guard the secrets of their creation. The gith forged these devices as tools to root out double agents, sympathizers, and traitors in their midst—anyone could be a thrall to the hated illithids. A creature that wears a medallion "hears" thoughts and feels emotions from other creatures, even through doors.

ESP Medallion Level 7+ Uncommon

The blue metal medallion hangs from a silver chain. In the center of it is an eye. The eye moves to look at the creature whose thoughts you wish to know.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Neck Slot

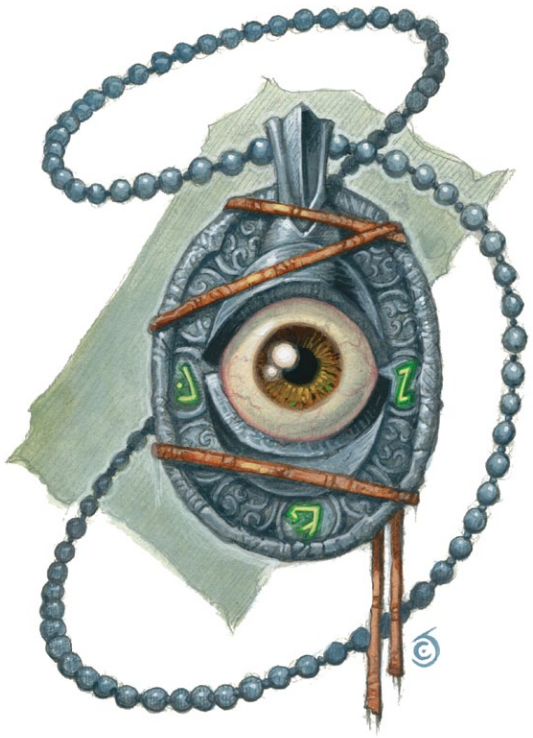
Enhancement Bonus: Fortitude, Reflex, and Will

Property

You gain an item bonus to Insight checks equal to the medallion's enhancement bonus.

Utility Power ✦ Encounter (Minor Action)

Effect: Close burst 10; you know the exact location of each creature in the burst. The burst ignores obstacles, so you can detect creatures through closed doors and walls.



Rooms

The rooms throughout the dungeon are similar. Each room is 40 feet deep, 50 feet long, and 20 feet from floor to ceiling. Addiv built each room with identical dimensions so he could use the same illusion ritual for each area. You can use the gridded maps in the back of the *Dungeon Master's Guide* for any combats that take place in rooms.

The walls in all rooms are made from the same gray-green blocks found in the corridors. A metal pattern covers the ceiling, however. The pattern emits dim light of the color shown on the dungeon map.

The room's floors vary based on the room's color. **Yellow** rooms have floors covered in multicolored tiles to form arcane patterns. **Orange** rooms have hardwood floors. **Red** rooms have red marble floors, while four stone slabs cover the floors of **Purple** rooms. Flagstones cover the floors in **Blue** rooms. Finally, **Teal** rooms have dirt floors. Harmless giant white mushrooms with spotted pink caps grow in the loamy soil in the corners.

Room Contents

The dungeon map shows the contents of each room, if they have any, and they are described below.

Armor Stand: An intact suit of plate armor hangs on a wooden armor stand.

Banners and Tapestries: Old, moldering banners and tapestries depict coats of arms belonging to forgotten families.

Barrel: Barrels hold potable, if bad-tasting, water.

Bed: The bed consists of a straw-stuffed mattress on a wooden frame. Stains cover the blanket, sheets, and pillows, and bugs infest the bedding.

Benches, Stools, Tables: Each piece of furniture is crude and made from wood.

Cabinet: A cabinet holds 1d6 pieces of intact crockery, such as jugs, bowls, cups, and the like. Dust, cobwebs, and broken pottery fill the empty spaces.

Crates: Large crates hold 3d6 weeks of rations, while small crates hold 2d4 weeks of rations. A large crate can hold a Medium or smaller creature, while a small crate can hold a Small or smaller creature. They can be opened without making a check.

Mirror: A silver mirror hangs on the wall in a room found on level 3. This device is no ordinary mirror but is instead a *mirror of life trapping*. Bors Bwalsch, a wicked necromancer, gave the sinister device to the mad wizard Merlas as a gift.

Mirror of Life Trapping **Level 10 Trap**
Object XP 500

Detect automatic **Initiative** –
HP 50
AC 5, **Fortitude** 10, **Reflex** 5, **Will** –
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage; **Vulnerable** 10 thunder

Triggered Actions

Attack ✦ At-Will

Trigger: A creature that is not blind or blinded starts its turn adjacent to the mirror.

Attack (Opportunity Action): Melee 1 (triggering creature); +13 vs. Will

Hit: The target is trapped in the mirror. While trapped in the mirror, the target is removed from play. If another creature is already trapped in the mirror, the effect ends for that creature, which returns to play in an unoccupied space within 3 squares of the mirror.

Miss: The target is dazed until the start of its next turn.

Countermeasures

✦ Destroy: Reducing the mirror to 0 hit points destroys it but kills any creature trapped inside.

Rugs: A rug covers a 4-square-by-6-square area in the center of the room.

Sacks: Each sack holds 25 pounds of weevil-infested flour. Splitting a sack causes the powder to form a cloud in a burst 1. The burst creates a zone that lasts for 5 minutes. The zone grants partial concealment to creatures in it. The air in the zone is extremely flammable. Any fire attack used within the zone or targeting a creature in the zone causes the

flour to burn away and deals 1d6 fire damage to each creature in the zone.

Sarcophagus: A black iron sarcophagus stands in the center of the room. Six steel bands hold the lid shut. Opening the sarcophagus without using magic requires a character to deal 10 damage or more to each band strapping the lid down.

The sarcophagus contains a shambling mummy that rises up and attacks when a character removes the lid.

Shambling Mummy	**Level 8 Brute**
Medium natural animate (undead)	XP 350
HP 104; **Bloodied** 52	**Initiative** +3
AC 20, **Fortitude** 22, **Reflex** 17, **Will** 21	**Perception** +5
Speed 4	Darkvision
Immune disease; **Resist** 10 necrotic, 10 poison	
Traits	
Flammable Corpus	
When the mummy takes fire damage, it also takes ongoing 5 fire damage (save ends).	
Standard Actions	
⊕ **Rotting Grasp** (necrotic) ✦ **At-Will**	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 2d8 + 8 necrotic damage, and the target can't regain hit points until the end of the mummy's next turn.	
Minor Actions	
Warding Curse (necrotic) ✦ **At-Will**	
Effect: Ranged 10 (one creature). The target takes 5 necrotic damage whenever it attacks until the mummy uses this power again or until the end of the encounter.	
Str 19 (+8) **Dex** 8 (+3) **Wis** 12 (+5)	
Con 14 (+6) **Int** 6 (+2) **Cha** 17 (+7)	
Alignment unaligned **Languages** Common	

Skeleton: An intact skeleton lies on the floor, marking the place where a prisoner died.

Swords and Shield: A shield sits atop two crossed swords on the wall of the room. The shield is a normal light shield, and the swords are normal longswords.

Vault: An iron vault stands closed in one room found on level 5. Opening the vault door without using magic requires four successful DC 17 Thievery checks. On a failed check, the vault electrifies and deals 5 lightning damage to the character attempting to open it. A character can detect this property with a DC 21 Arcana or Perception check. The trap can be disarmed with a DC 21 Thievery check.

The vault contains a *decanter of endless water.*

Wreckage: Broken glass and furniture litter the floors in many of the rooms found on levels 4 and 5.

Room Encounters

Addiv used powerful rituals to imbue each room with an illusion so that when a student opened a door, the room would spawn a "monster" for that student to fight. Defeating the monster causes the illusion to instantly fade. The illusions still behave as intended, but not every monster encountered in the rooms is an illusion; and some rooms don't have functioning illusions anymore.

Whenever a character opens a door to a room, roll a d6 and consult the table below.

ROOM ENCOUNTERS

Roll	Result
1-2	Empty
3	Trap!
4-5	Illusion
6	Monster!

After the characters deal with a room encounter, whether the room was empty or held a trap, illusion, or monster, the room becomes empty until after the characters take an extended rest. After the extended rest, all the illusions and traps reset. If a room already visited is entered again, roll to see what's inside.

Empty

The illusion originally placed on this room fails to activate when the door opens, and no monster has moved in to make this place its lair.

Trap!

Opening a door can trigger one of two traps. Roll a d6. On a 1-3, the characters encounter a cage trap. On a 4-6, the characters encounter a slide trap (see the next page).

Cage Trap	**Level 4 Trap**
Object	XP 175
Detect Perception DC 21	**Initiative** –
HP 50	
AC 5, **Fortitude** 10, **Reflex** 5, **Will** –	
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage	
Triggered Actions	
↯ **Attack** (teleportation) ✦ **At-Will**	
Trigger: A creature enters the room containing the trap.	
Effect: A magical cage drops over the triggering creature's space. The cage blocks movement, but it does not block line of sight or line of effect.	
Attack (Opportunity Action): Close room (the triggering creature); +7 vs. Will	
Hit: The target is removed from play (save ends).	
Aftereffect: The target returns to play in the Great Hall.	
Miss: The target is in the cage.	
Countermeasures	
✦ **Disable:** Thievery DC 14 (standard action). *Requirement:* The character must have thieves' tools. *Success:* The character disables the trap.	
✦ **Destroy:** Reducing the trap to 0 hit points or fewer breaks the cage and releases the creature it holds.	
✦ **Escape:** A creature can bend the cage's bars with a successful DC 21 Athletics check. A Small or smaller creature can squeeze between the bars with a successful DC 21 Acrobatics check.	

Slide Trap	Level 4 Trap
Terrain	XP 175
Detect Perception DC 21	**Initiative** –
Triggered Actions	
ǂ **Attack** ✦ **At-Will**	
Trigger: A creature enters the room containing the trap.	
Effect: A trapdoor under the creature's feet opens onto a magical chute.	
Attack (Opportunity Action): Close room (the triggering creature); +7 vs. Reflex	
Hit: The creature falls down the chute and is removed from play until the start of its next turn, and the chute closes. Roll a d6 to determine in which dungeon level the target returns to play. The target returns to play in a chamber of your choice on that level.	
Countermeasures	
✦ **Disable:** Thievery DC 14 (standard action). *Requirement:* The character must have thieves' tools. *Success:* The character disables the trap.	

Illusion

Rooms where Addiv's magic still functions spawn illusory monsters that attack anyone who opens the door. You can determine an illusion's appearance by rolling on the table for the dungeon level where the characters encounter it, or you can come up with something else. When running these encounters, play up the monster's appearance. Describe the monster's attacks as if they were from a real monster.

Characters receive no XP for defeating illusory monsters, although they do gain XP for disabling all the illusions (see below).

The illusory monsters cannot kill. Creatures dropped to 0 hit points or lower do not need to make death saving throws, since the attacks are nonlethal.

DUNGEON LEVEL 1 ILLUSION

Roll	Illusion (Size)
1-3	Dire Rat (Small)
4-5	Goblin (Small)
6	Kobold (Small)
7	Skeleton (Medium)
8	Minotaur (Medium)

DUNGEON LEVEL 2 ILLUSION

Roll	Illusion (Size)
1-3	Ghoul (Medium)
4	Giant Lizard (Large)
5	Gnoll (Medium)
6	Hobgoblin (Medium)
7-8	Orc (Medium)

DUNGEON LEVEL 3 ILLUSION

Roll	Illusion (Size)
1	Gargoyle (Medium)
2	Giant Spider (Large)
3	Lizardfolk (Medium)
4-5	Ogre (Large)
6-7	Werewolf (Medium)
8	Zombie (Medium)

DUNGEON LEVEL 4 ILLUSION

Roll	Illusion (Size)
1-2	Drow (Medium)
3	Duergar (Medium)
4	Green Slime (Medium)
5	Hill Giant (Large)
6	Mummy (Medium)
7	Owlbear (Large)
8	Troll (Large)

DUNGEON LEVEL 5 ILLUSION

Roll	Illusion (Size)
1-2	Black Pudding (Large)
3	Drider (Large)
4	Fire Giant (Large)
5	Gelatinous Cube (Large)
6	Mind Flayer (Medium)
7	Vampire (Medium)
8	Witch (Medium)

DUNGEON LEVEL 6 ILLUSION

Roll	Illusion (Size)
1	Black Dragon (Large)
2	Blue Dragon (Large)
3	Carrion Crawler (Large)
4	Dracolich (Large)
5-7	Purple Worm (Huge)
8	Red Dragon (Large)

Illusory Monster	Level 8 Trap
Terrain	XP –
HP 5 per dungeon level	**Initiative** +6
AC 10, **Fortitude** 10, **Reflex** 10, **Will** –	
Speed 6	
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage	
Traits	
Increasing Difficulty	
The illusory monster gains a +1 bonus to all defenses, attack rolls, and damage rolls equal to the dungeon level where it's encountered.	
Standard Actions	
⊕ **Attack** (psychic) ✦ **At-Will**	
Attack: Melee 1 (one creature); +11 vs. Will	
Hit: 2d8 + 7 damage.	
Special: The damage from this attack is actually psychic damage. If the target has resistance to psychic damage, the damage is reduced accordingly. However, the target perceives it as physical damage until the monster's illusory nature is ascertained.	
Countermeasures	
✦ **Disable:** Arcana DC 24 (standard action). *Success:* The character gains one success toward disabling the illusions. After six successes, one on each dungeon level, the rooms no longer spawn illusory monsters, and the characters disarm the illusory monster trap. *Failure by 5 or more:* The next room entered spawns two illusory monsters instead of one.	

Monster!

Several monsters have moved into the dungeon and made lairs in rooms. The monster encountered depends on the dungeon level. Once a monster is encountered, any future "Monster!" result on that same dungeon level counts instead as if you had rolled an "Empty" result.

MINOTAUR (DUNGEON LEVEL 1)

This minotaur found the dungeon's labyrinthine nature appealing and hopes to drive off the other monsters to make the place his own. The minotaur is not initially hostile to the player characters, though it obviously becomes so if they attack it. The minotaur will help the player characters navigate the dungeon for an equal share of the treasure. In this case, the minotaur also counts as a member of the party for the purpose of experience point awards.

Minotaur Charger	**Level 9 Skirmisher**
Medium natural humanoid	XP 400
HP 94; **Bloodied** 47	**Initiative** +9
AC 23, **Fortitude** 23, **Reflex** 21, **Will** 20	**Perception** +10
Speed 6	

Traits

Deft Charge

While the minotaur is charging, its movement does not provoke opportunity attacks.

Standard Actions

⊕ **Falchion** (weapon) ✦ **At-Will**

Attack: Melee 1 (one creature); +14 vs. AC

Hit: 4d4 + 7 damage.

Handaxe (weapon) ✦ **At-Will**

Attack: Ranged 10 (one creature); +14 vs. AC

Hit: 2d6 + 7 damage.

Triggered Actions

Goring Rush ✦ **At-Will**

Trigger: An enemy adjacent to the minotaur deals damage to the minotaur.

Attack (Immediate Reaction): Melee 1 (triggering enemy); +12 vs. Fortitude

Hit: 1d6 + 5 damage, and the minotaur can push the target 1 square and shift 1 square to the square the target occupied. The minotaur can push the target and shift four more times in this way.

Str 20 (+9)	**Dex** 17 (+7)	**Wis** 13 (+5)
Con 14 (+6)	**Int** 10 (+4)	**Cha** 14 (+6)

Alignment unaligned **Languages** Common

Equipment falchion, 4 handaxes

GIANT LIZARD (DUNGEON LEVEL 2)

This giant lizard followed a giant woodchuck into the dungeon. Not long after it made a meal of the poor creature, the lizard became lost. The lizard has grown frustrated from being unable to eat the illusory goblins and kobolds it finds. It's quite hungry and attacks anything it encounters.

Giant Lizard	**Level 7 Brute**
Large natural beast (reptile)	XP 300
HP 100; **Bloodied** 50	**Initiative** +6
AC 19, **Fortitude** 21, **Reflex** 19, **Will** 17	**Perception** +4
Speed 9, climb 4	

Standard Actions

⊕ **Bite** ✦ **At-Will**

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 3d6 + 7 damage.

Str 19 (+7)	**Dex** 16 (+6)	**Wis** 12 (+4)
Con 20 (+8)	**Int** 2 (-1)	**Cha** 7 (+1)

Alignment unaligned **Languages** –

WEREWOLF (DUNGEON LEVEL 3)

A young woman named Nancy fled into the dungeon to escape a band of ravenous werewolves. Sadly for her, she was bitten during her flight. The full moon has risen, and the lycanthropic curse has begun to assert itself. She knows she's cursed, but she doesn't tell anyone else. If the characters encounter her during the day, she's in human form and very frightened. She accompanies the characters but does not participate in combat. At night, for the next five nights, she turns into a werewolf. If she's with the party, she attacks them. If she's led outside to wait for them, she goes back into the dungeon, tracks them down, and then attacks them. She's a hungry girl.

Cursed Werewolf	Level 8 Brute
Medium natural humanoid (shapechanger), human	XP 250
HP 98; **Bloodied** 49	**Initiative** +7
AC 20, **Fortitude** 21, **Reflex** 20, **Will** 19	**Perception** +11
Speed 6 (8 in wolf form)	Low-light vision

Traits

Regeneration

The werewolf regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the werewolf takes damage from a silvered weapon, its regeneration does not function on its next turn.

Standard Actions

Claw ✦ At-Will

Requirement: The werewolf must be in wolf or hybrid form.
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d8 + 9 damage, or 2d8 + 14 damage to a bloodied target, and the target falls prone.

Bite ✦ At-Will

Requirement: The werewolf must be in wolf or hybrid form.
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d10 + 9 damage. If this attack bloodies the target, the target must make a saving throw at the end of the encounter. On a failed saving throw, the target contracts the curse of werewolf lycanthropy (stage 1).

Lycanthrope Fury ✦ Recharge ⚄ ⁞⁞

Requirement: The werewolf must be in hybrid form.
Effect: The werewolf uses *claw* and *bite*.

Minor Actions

Change Shape (polymorph) **✦ At-Will**

Effect: The werewolf alters its physical form to appear as a Medium wolf, unique human, or hybrid.

Skills Bluff +9, Intimidate +9

Str 20 (+9)	**Dex** 16 (+7)	**Wis** 14 (+6)
Con 18 (+8)	**Int** 10 (+4)	**Cha** 10 (+4)

Alignment evil **Languages** Common

Werewolf Lycanthropy — Level 8 Disease

The rising moon awakens the beast within and it will stop at nothing to be free.

Stage 0: The curse is dormant.
Stage 1: While affected by stage 1, the target takes a –2 penalty to Will.
Stage 2: While affected by stage 2, whenever the target becomes bloodied, it makes a melee basic attack as a free action against an ally adjacent to it.
Stage 3: While affected by stage 3, whenever the target is hit by an attack, it makes a melee basic attack as a free action against an ally adjacent to it.
Stage 4: While affected by stage 4, the target becomes a werewolf under the DM's control, but only on nights of the full moon. The werewolf's bite exposes targets to this curse, rather than werewolf moon frenzy.$
Check: At the end of each extended rest, the target makes a Nature check if it is at any stage but 4.
11 or Lower: The stage of the curse increases by one.
12–15: No change.
16 or Higher: The stage of the curse decreases by one.
Lifting the Curse: Bestow the curse on one good creature of your level or higher. At the DM's discretion, a Remove Affliction ritual performed on the target also lifts the curse.

OGRE (DUNGEON LEVEL 4)

A gluttonous ogre fancies itself the king of the dungeon. It has not yet met Merlas, hence its delusion. The monster formed a throne from his dung and holds court over imaginary subjects spawned from its sordid imagination and the dungeon's illusions. The ogre is quite hungry and attacks the characters in hopes of eating them. It does not attack characters it cannot eat (warforged, shardminds, and so on) unless it is attacked first.

Ogre Juggernaut	Level 10 Brute
Large natural humanoid (giant)	XP 500
HP 131; **Bloodied** 65	**Initiative** +7
AC 22, **Fortitude** 24, **Reflex** 20, **Will** 20	**Perception** +7
Speed 8	

Standard Actions

Greatclub (weapon) **✦ At-Will**

Attack: Melee 2 (one creature); +15 vs. AC
Hit: 4d8 + 5 damage.

Rock ✦ At-Will

Attack: Ranged 5 (one creature); +15 vs. AC
Hit: 3d6 + 7 damage.

Juggernaut Push ✦ Recharge ⚄ ⁞⁞

Attack: Melee 1 (one creature); +13 vs. Fortitude
Hit: The ogre pushes the target 1 square and knocks it prone. The ogre then shifts 1 square to the square the target vacated. The ogre can push the target an additional number of squares equal to the ogre's speed, shifting an equal number of squares and remaining adjacent to it. The target takes 1d8 damage for each additional square the ogre pushes it.

Str 24 (+12)	**Dex** 15 (+7)	**Wis** 15 (+7)
Con 21 (+10)	**Int** 4 (+2)	**Cha** 6 (+3)

Alignment chaotic evil **Languages** Giant
Equipment greatclub, 4 rocks

BLACK PUDDING (DUNGEON LEVEL 5)

The room holds a black pudding recently escaped from the Hole. It occasionally slithers out to hunt rats, bugs, and other vermin. The pudding attacks any creatures it encounters.

Black Pudding **Level 8 Elite Brute**
Large natural beast (blind, ooze) XP 700

HP 218; **Bloodied** 109 **Initiative** +6
AC 20, **Fortitude** 22, **Reflex** 20, **Will** 18 **Perception** +4
Speed 4, climb 3 Blind, tremorsense 10
Immune blinded, gaze effects; **Resist** 15 acid
Saving Throws +2; **Action Points** 1

Traits

Ooze
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

Standard Actions

Slam (acid) ✦ **At-Will**
Attack: Melee 1 (one creature); +11 vs. Fortitude
Hit: 4d6 + 6 acid damage.
Effect: Before or after the attack, the pudding shifts up to its speed.

Engulf (acid) ✦ **At-Will**
Attack: Close blast 3 (creatures in the blast); +11 vs. Fortitude
Hit: 4d6 + 6 acid damage, and the pudding grabs the target (escape DC 16).

Melt (acid) ✦ **At-Will**
Effect: Melee 1 (one creature grabbed by the pudding). The target takes 2d6 + 15 acid damage and loses a healing surge. It takes 10 extra damage if it has no healing surges.

Triggered Actions

Split ✦ **At-Will**
Trigger: An enemy hits the pudding with a weapon attack.
Effect (No Action): A black pudding spawn appears in the unoccupied square closest to the pudding.

Str 15 (+6) **Dex** 14 (+6) **Wis** 11 (+4)
Con 19 (+8) **Int** 1 (-1) **Cha** 1 (-1)
Alignment unaligned **Languages** –

Black Pudding Spawn **Level 8 Minion Brute**
Medium natural beast (blind, ooze) XP 88

HP 1; a missed attack never damages a minion. **Initiative** +6
AC 20, **Fortitude** 22, **Reflex** 20, **Will** 18 **Perception** +4
Speed 4, climb 3 Blind, tremorsense 10
Immune blinded, gaze effects; **Resist** 15 acid

Traits

Ooze
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

Standard Actions

Slam (acid) ✦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. Fortitude
Hit: 10 acid damage, and the pudding shifts up to its speed.

Str 15 (+6) **Dex** 14 (+6) **Wis** 11 (+4)
Con 19 (+8) **Int** 1 (-1) **Cha** 1 (-1)
Alignment unaligned **Languages** –

CARRION CRAWLER (DUNGEON LEVEL 6)

A carrion crawler entered this room, but it has not yet figured out how to get out. If it hears the adventurers outside the door, it scuttles onto the ceiling so it can attack from above. It flees through the door if given the chance.

Carrion Crawler **Level 7 Soldier**
Large aberrant beast XP 300

HP 81; **Bloodied** 40 **Initiative** +8
AC 23, **Fortitude** 19, **Reflex** 18, **Will** 17 **Perception** +5
Speed 6, climb 6 (spider climb) Darkvision

Standard Actions

Tentacles (poison) ✦ **At-Will**
Attack: Melee 2 (one creature); +10 vs. Fortitude
Hit: 2d4 + 5 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).
Second Failed Saving Throw: The target is stunned instead of immobilized (save ends).
Miss: The target is slowed until the end of the carrion crawler's next turn.

Bite ✦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d10 + 4 damage.

Str 20 (+7) **Dex** 16 (+6) **Wis** 14 (+5)
Con 17 (+6) **Int** 2 (-1) **Cha** 16 (+3)
Alignment unaligned **Languages** –

Chapel
Level 4
Pantry
Level 3
Laboratory
Level 5
Crypt
Level 5
The
Burrow
Level 6
Guard
Room
Level 2
Great Hall
Level 1
Kitchen
Level 2
The Lair
Level 6
Torture
Chamber
Level 5
Cells
Level 4
Armory
Level 3
The Hole
Level 5

Chambers

All chambers are named locations shown on the dungeon map. Every chamber receives a description in the following pages. The chamber is the most likely place for the characters to encounter the monsters described there. Monsters can, of course, move about, react to developments in the dungeon, investigate sounds of battle, and behave in a manner appropriate to their nature.

Each chamber has a general shape as depicted on the map and is about 40 feet wide and 50 feet deep. You can adjust the dimensions as you see fit. The ceilings are 20 feet high.

If the roll on the Treasure table yields treasure, place the item somewhere conspicuous or in the creature's possession. See "Treasure" on page 3 for information on generating treasures for this adventure.

Dungeon Level 1

Great Hall

Combat Encounter Level 7 (1,500 XP)

The principal entrance to the dungeon is near the main staircase that descends to the Great Hall. Three stone statues watch over this area.

Light: None.

Monsters: 3 skeletal tomb guardians.

When the characters enter the Great Hall, read:
The stone staircase widens until it ends at a great hall. Bright light fills the chamber, cast by flickering torches hanging in sconces on the walls. Four corridors lead out from this room. Standing against the wall between each corridor is a 10-foot-tall stone statue of a helmeted, armored warrior.

Any character inspecting a statue and succeeding on a DC 16 Perception check notices a small sigil carved into the rock near the base. A successful DC 11 Religion check identifies the sigil as a rune denoting affiliation to Vecna. A character who searches a statue also spots a seam that runs all the way around the statues, starting at the floor on either side and working its way up until it joins at the head.

A character with a crowbar, axe, spear, or heavy blade can pry the statue open with a successful DC 16 Athletics check. Doing so releases the monster and causes the other monsters to emerge from their own statues.

The tomb guardians also emerge from the statues whenever a living creature enters the room from a direction other than down the stairs. They attack the characters, Merlas, or anyone else that hopes to escape the dungeon.

3 Skeletal Tomb Guardians		**Level 10 Brute**
Medium natural animate (undead)		XP 500 each
HP 126; **Bloodied** 63		**Initiative** +10
AC 23, **Fortitude** 22, **Reflex** 23, **Will** 20		**Perception** +12
Speed 8		Darkvision
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant		
Standard Actions		
⊕ **Twin Scimitars** (weapon) ✦ **At-Will**		
Attack: Melee 1 (one creature); +15 vs. AC. The guardian makes the attack twice against the same target.		
Hit: 1d8 + 2 damage, or 1d8 + 10 if the guardian scores a critical hit.		
⸸ **Cascade of Steel** ✦ **At-Will**		
Effect: The guardian use *twin scimitars* twice.		
Triggered Actions		
⸸ **Sudden Strike** ✦ **At-Will**		
Trigger: An enemy adjacent to the guardian shifts.		
Effect (Immediate Interrupt): The guardian uses twin scimitars against the triggering enemy.		
Str 18 (+9)	**Dex** 20 (+10)	**Wis** 14 (+7)
Con 16 (+8)	**Int** 3 (+1)	**Cha** 3 (+1)
Alignment unaligned	**Languages** –	
Equipment 4 scimitars		

Stairs: The stairs cover the northern wall and count as difficult terrain when a character ascends or descends them.

Dungeon Level 2

Guard Room

Combat Encounter Level 8 (1,950 XP)

Gnolls use this room as a barracks when they aren't patrolling the nearby corridors.

Perception DC 12: A character hears snarls and barks coming from this chamber interspersed with foul language.

Light: Bright light shines from a single lantern sitting on the table.

Monsters: 1 gnoll pack lord,1 gnoll demon spawn, 4 gnoll gorgers.

When the characters can see the area, read:
A massive gnoll watches four normal-sized gnolls wrestle, bite, and snarl at one another in this guardroom. Another gnoll sits on stool, cackling at their antics. A lantern sits on a round wooden table surrounded by four stools. A triple bunk bed stands against one wall, and a cabinet against another. Several axes rest, heads down, next to the cabinet. Another corridor leads away from this chamber in the far wall.

The gnoll gorgers tussle for the amusement of the gnoll demon spawn. The activity distracts them all, preventing them from being aware of approaching characters. Unless the characters make a loud noise, the gnolls start the combat surprised.

Gnoll Pack Lord	**Level 8 Controller (Leader)**
Medium natural humanoid	XP 350
HP 90; **Bloodied** 45	**Initiative** +6
AC 22, **Fortitude** 21, **Reflex** 19, **Will** 22	**Perception** +6
Speed 8	Low-light vision

Traits

Pack Attack

The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it.

Standard Actions

Flail (weapon) ✦ **At-Will**

Attack: Melee 1 (one creature); +13 vs. AC

Hit: 1d10 + 11 damage.

Demonic Frenzy (charm) ✦ **Recharge** when an ally drops to 0 hit points

Attack: Ranged 10 (one creature); +11 vs. Will

Hit: The target takes a -2 penalty to attack rolls until the end of its next turn. In addition, the target uses a free action to make two basic attacks against a target or targets of the gnoll's choice.

Effect: The target is dazed until the end of its next turn.

Feed on the Weak ✦ **At-Will**

Attack: Area burst 1 within 5 (enemies in the burst); +11 vs. Will

Hit: The target grants combat advantage until the start of its next turn.

Effect: One ally in the burst can make a basic attack as a free action.

Minor Actions

Pack Cackle ✦ **Recharge** ⚄ ⁞⁞

Effect: Close burst 5 (allies in the burst). Each target can shift up to 2 squares as a free action.

Str 17 (+7)	**Dex** 15 (+6)	**Wis** 15 (+6)
Con 18 (+8)	**Int** 10 (+4)	**Cha** 20 (+9)

Alignment chaotic evil **Languages** Abyssal, Common

Equipment leather armor, flail

Gnoll Demon Spawn	**Level 9 Brute**
Large natural humanoid	XP 400
HP 120; **Bloodied** 60	**Initiative** +7
AC 21, **Fortitude** 23, **Reflex** 21, **Will** 20	**Perception** +6
Speed 8	Low-light vision

Traits

Pack Attack

The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it.

Standard Actions

Claws ✦ **At-Will**

Attack: Melee 2 (one creature); +14 vs. AC

Hit: 3d10 + 5 damage.

Minor Actions

Hungry Bite ✦ **At-Will** (1/round)

Requirement: The gnoll must be bloodied.

Attack: Melee 2 (one creature); +14 vs. AC

Hit: 1d6 + 6 damage, and the gnoll gains 5 temporary hit points.

Str 22 (+10)	**Dex** 17 (+7)	**Wis** 15 (+6)
Con 20 (+9)	**Int** 8 (+3)	**Cha** 6 (+2)

Alignment chaotic evil **Languages** Abyssal, Common

4 Gnoll Gorgers	**Level 7 Brute**
Medium natural humanoid	XP 300 each
HP 96; **Bloodied** 48	**Initiative** +6
AC 19, **Fortitude** 20, **Reflex** 18, **Will** 18	**Perception** +3
Speed 7	Low-light vision

Traits

Pack Attack

The gnoll's attacks deal 5 extra damage to any enemy that has two or more of the gnoll's allies adjacent to it.

Standard Actions

Bite ✦ **At-Will**

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 3d6 + 8 damage, or 3d6 + 10 while the gnoll is bloodied.

Minor Actions

Gorge (healing) ✦ **At-Will** (1/round)

Effect: Melee 1 (one ally). The target takes 5 damage, and the gnoll regains 5 hit points.

Skills Intimidate +11, Stealth +11

Str 20 (+8)	**Dex** 17 (+6)	**Wis** 11 (+3)
Con 16 (+6)	**Int** 9 (+2)	**Cha** 17 (+6)

Alignment chaotic evil **Languages** Abyssal, Common

Equipment leather armor

Furniture: The table, chairs, bunk bed, and cabinet are normal furniture. A lantern, a set of six dice, and a pitcher filled with ale sit on the table. The cabinet holds a couple of small ale casks plus three weeks of rations. The bunk bed has straw mattresses infested with vermin.

Treasure: Four battleaxes rest against the wall. Three are mundane, and the other is a +2 *lifestealer battleaxe* (see *Mordenkainen's Magnificent Emporium*™).

Tactics: The gnoll pack lord hangs back and lets the demon spawn and gorgers bear the brunt of the characters' attacks. The pack lord uses *demonic frenzy* against any heavy hitters such as barbarians or slayers, and supports its allies with *feed on the weak* to catch as many characters as it can.

The gorgers and the demon spawn rush to attack and eat any characters they can reach.

Kitchen

Combat Encounter Level 7 (1,700 XP)

A hungry otyugh waddled into the kitchen in search for food, unaware of the two mimics using the place to ambush hungry creatures searching for food.

Perception DC 11: A character smells burning stew with notes of spoiled milk, rancid ham, and vinegar.

Perception DC 13: A character hears the sounds of breaking crockery punctuated with grumbling mutters, grunts, and crunching noises.

Light: Dim light from the hearth.

Monsters: Charnel otyugh, 2 object mimics.

Charnel Otyugh **Level 10 Elite Soldier**
Large natural beast XP 1,000

HP 212; **Bloodied** 106 **Initiative** +7
AC 26, **Fortitude** 27, **Reflex** 21, **Will** 24 **Perception** +13
Speed 5, swim 5 Darkvision
Resist 5 necrotic
Saving Throws +2; **Action Points** 1

Traits

Otyugh Stench ✦ Aura 1
Living enemies take a -2 penalty to attack rolls while in the aura.

Standard Actions

Charnel Lash (necrotic) ✦ **At-Will**
Attack: Melee 3 (one creature); +15 vs. AC
Hit: 1d8 + 8 damage, and ongoing 5 necrotic damage (save ends). The otyugh pulls the target up to 2 squares and grabs it (escape DC 18).

Rotting Bite (disease, necrotic) ✦ **At-Will**
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d12 + 6 necrotic damage, and ongoing 5 necrotic damage (save ends). In addition, at the end of the encounter, the target makes a saving throw. On a failure, the target contracts greater otyugh filth fever (stage 1).

Charnel Frenzy (necrotic) ✦ **Recharge** ⚄ ⁞⁞
Attack: Close burst 3 (enemies in the burst); +13 vs. Fortitude
Hit: 1d8 + 8 damage, and ongoing 5 necrotic damage (save ends).

Minor Actions

Life Leech (healing, necrotic) ✦ **At-Will** (1/round)
Attack: Melee 3 (one creature grabbed by the otyugh); +13 vs. Fortitude
Hit: 10 necrotic damage, and the otyugh regains 5 hit points.

Skills Stealth +10
Str 22 (+11) **Dex** 11 (+5) **Wis** 16 (+8)
Con 18 (+9) **Int** 6 (+3) **Cha** 5 (+2)
Alignment evil **Languages** –

Greater Otyugh Filth Fever Level 11 Disease

Those infected by this disease waste away as they alternately suffer chills and hot flashes

Stage 0: The target recovers from the disease.
Stage 1: While affected by stage 1, the target loses a healing surge.
Stage 2: While affected by stage 2, the target loses a healing surge and takes a -2 penalty to AC, Fortitude, and Reflex.
Stage 3: While affected by stage 3, the target loses all healing surges and cannot regain hit points. The target also takes a -2 penalty to AC, Fortitude, and Reflex.
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.
12 or Lower: The stage of the curse increases by 1.
13–18: No change.
19 or Higher: The stage of the disease decreases by 1.

When the characters approach the kitchen, read:
An enormous mass of flesh waddles about on two stumpy legs. Two tentacles emerge from its body, snagging jars and depositing them into its maw. A tentacle stalk studded with red eyes extends from its back and reaches over its maw to look around for anything else it can eat.

Two object mimics, longtime residents of this room, look on in horror at the latest creature to stumble into their lair. Neither mimic regards the otyugh as something it should eat, so both watch in mounting dismay as the intruder ravages their chamber.

Furniture: A large table dominates the center of the room. On its surface are kitchen implements such as a rolling pin, a butcher knife, and measuring spoons. Shelves line the walls. Two cabinets on the wall opposite the hearth are the object mimics.

Hearth: A fire roars in the hearth and heats an iron pot containing a foul, burned stew. A Medium or smaller creature can enter the hearth, and any creature that does takes 5 fire damage. A creature can take this damage only once per turn.

Lore: The otyugh crawled up from the Hole earlier in the day and followed the smell of burning food

2 Object Mimics **Level 8 Lurker**
Medium aberrant magical beast XP 350 each

HP 71; **Bloodied** 35 **Initiative** +11
AC 23, **Fortitude** 21, **Reflex** 19, **Will** 21 **Perception** +14
Speed 5 Darkvision, tremorsense 5
Resist 5 acid

Traits

Ambush
The object mimic deals 2d6 extra damage against surprised creatures.

Standard Actions

Slam ✦ At-Will
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d8 + 7 damage.

Crushing Tendrils (acid) ✦ **At-Will**
Attack: Melee 3 (one creature); +13 vs. AC
Hit: 1d8 + 4 damage, and the mimic grabs the target. The target takes a -5 penalty to attempts to escape the grab.
Sustain Standard: The object mimic sustains the grab, and the target takes 15 acid damage.

Ravening Maw ✦ Recharge ⚄ ⁞⁞
Attack: Melee 2 (one creature); +13 vs. AC
Hit: 2d8 + 11 damage, and the target is slowed (save ends).

Minor Actions

Shapeshift (polymorph) ✦ **At-Will (1/round)**
Effect: The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.
Ooze Form: The mimic becomes an ooze. When it squeeze while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.
Object Form: While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 24 Perception check to notice that the mimic is living creature.

Skills Bluff +11, Stealth +12
Str 20 (+9) **Dex** 16 (+7) **Wis** 21 (+9)
Con 17 (+7) **Int** 19 (+8) **Cha** 15 (+6)
Alignment unaligned **Languages** Common, Deep Speech

to this chamber. It does not know about the object mimics, and these creatures would prefer to keep the situation that way.

Tactics: The meager stores have done little to appease the otyugh's hunger, so when it notices the characters, it surges forward to attack. The object mimics watch the otyugh fight without joining in, entering the fray only if a character draws close or after the characters destroy the unwelcome guest.

Dungeon Level 3

Armory

Combat Encounter Level 8 (1,750 XP)

Merlas's experiments have warped some of the illusions flowing through the dungeon, transforming them into a more lethal form. The arcane energy causes the weapons and armor here to animate and attack any creature that enters the chamber.

Light: None.

Trap: Animated Armory.

When the characters see into the room, read:
The armor hanging from stands and the racks holding swords, axes, crossbows, and other weapons suggest that this chamber functions as an armory.

The suits of armor and weapons spring into motion the moment a living a creature enters the room. The animated objects attack intruders to drive them away. The objects do not pursue creatures beyond the chamber, since the magic animating the objects cannot reach outside the area.

Animated Armory **Level 8 Trap**
Terrain XP 1,750

Detect Perception DC 24 **Initiative** see below

Triggered Actions

Animate Objects ✦ Encounter
Trigger: A living creature enters the room with the trap.
Effect: The weapons and suits of armor animate and attack.

Countermeasures

✦ **Disable:** Arcana DC 24 (standard action). *Requirement:* The character must have line of sight to an animated object. *Success:* One animated object of the character's choice drops to 0 hit points, and another animated object cannot take actions or move until the end of its next turn. *Failure by 5 or more:* All animated objects in the room gain +2 to attack rolls until the end of each object's next turn. *Special:* After four successful Arcana checks, the trap is disabled for 1 hour.

✦ **Destroy:** Dropping every animated object to 0 hit points destroys the trap.

4 Animated Rapiers **Level 8 Minion Trap**
Object XP –

Detect automatic **Initiative** +6
HP 1; a missed attack never damages a minion.
AC 22, **Fortitude** 15, **Reflex** 20, **Will** –
Speed 0, fly 8 (hover)
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage

Standard Actions

Rapier (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 6 damage.
Effect: The animated rapier can shift 1 square.

Triggered Actions

Opportunistic Slash (weapon) ✦ **At-Will**
Trigger: A creature adjacent to the animated rapier moves without shifting.
Attack (Opportunity Action): Melee 1 (the triggering creature); +13 vs. AC
Hit: 6 damage.

4 Suits of Animated Armor **Level 8 Minion Trap**
Object XP –

Detect automatic **Initiative** +4
HP 1; a missed attack never damages a minion.
AC 22, **Fortitude** 20, **Reflex** 15, **Will** –
Speed 4
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage

Standard Actions

Slam ✦ At-Will
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 8 damage.

4 Animated Crossbows **Level 8 Minion Trap**
Object XP –

Detect automatic **Initiative** +4
HP 1; a missed attack never damages a minion.
AC 22, **Fortitude** 10, **Reflex** 20, **Will** –
Speed 0, fly 4 (hover)
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage

Standard Actions

Crossbow (weapon) ✦ **At-Will**
Attack: Ranged 15 (one creature); +13 vs. AC
Hit: 8 damage.

4 Animated Mauls **Level 8 Minion Trap**
Object XP –

Detect automatic **Initiative** +4
HP 1; a missed attack never damages a minion.
AC 20, **Fortitude** 20, **Reflex** 10, **Will** –
Speed 0, fly 4 (hover)
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage

Standard Actions

Maul (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 10 damage.

4 Animated Shields **Level 8 Minion Trap**
Object XP –

Detect automatic **Initiative** +4
HP 1; a missed attack never damages a minion.
AC 24, **Fortitude** 20, **Reflex** 20, **Will** –
Speed 0, fly 4 (hover)
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage

Traits

☼ **Warding Shield ✦ Aura** 1
Animated objects in the aura gain a +2 bonus to AC.

Standard Actions

⸸ **Bash ✦ At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 6 damage, and the animated shield can push a Medium or smaller creature 1 square.

Pantry

Combat Encounter Level 8 (1,750 XP)

After running afoul of a meenlock, an evil adventuring band holed up here to rest. The meenlock followed them and now watches from the shadows.

Perception DC 12: A character hears arguing voices.

Perception DC 17: The voices argue about whether they should leave the dungeon.

Light: Bright light from a sunrod.

PRISONERS

The adventure assumes the cells are not occupied when the characters find the chamber. If the dungeon is giving the characters a lot of trouble, the cells are a great place to introduce companion characters to help them survive. Alternatively, if the characters are separated and any become captured, they are deposited here where they can experience the tender care only ogres can give.

Malefus **Level 8 Soldier (Leader)**
Medium natural humanoid, human XP 350

HP 87; **Bloodied** 43 **Initiative** +7
AC 24, **Fortitude** 20, **Reflex** 18, **Will** 22 **Perception** +9
Speed 5

Traits

☼ **Shadow's Boon ✦ Aura** 10
Allies in the aura gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls while standing in a square obscured by shadows or darkness.

Standard Actions

⊕ **Dark Mace** (necrotic, weapon) **✦ At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 1d8 + 3 damage plus 1d8 + 5 necrotic damage, and the target is slowed until the end of Malefus's next turn.

✧ **Fear of the Dark** (fear, implement) **✦ Encounter**
Attack: Close burst 2 (enemies in the burst); +11 vs. Will
Hit: 1d6 + 6 psychic damage, and the target is dazed (save ends).
Effect: The burst creates a zone that is lightly obscured by shadows. The zone lasts until Malefus drops to 0 hit points or the end of the encounter.

Minor Actions

✧ **False Life** (healing) **✦ 2/Encounter**
Effect: Close burst 5 (Malefus or one ally in the burst). The target gains 30 temporary hit points and becomes lightly obscured by shadows until the end of Malefus's next turn.

Str 17 (+7) **Dex** 12 (+5) **Wis** 20 (+9)
Con 15 (+6) **Int** 12 (+5) **Cha** 17 (+7)

Alignment evil **Languages** Common
Equipment chainmail, heavy shield, mace, holy symbol

Monsters: Malefus, Chandra, Fingers, Plaenus, 1 meenlock stalker.

When the characters can see this room, read:
Four people argue in the center of an old pantry. The first is a man dressed in hooded black robes with serpents embroidered on the cuffs and hem. Next to him and arguing the loudest is a female goliath covered in bear hides and hefting a greatclub on her shoulder. Watching the exchange is a male gnome in leathers and armed with punching daggers. The last and strangest of all is a crystalline humanoid, a shardmind formed from what looks like obsidian.

Chandra (Goliath Enforcer) **Level 8 Brute**
Medium natural humanoid, goliath XP 350

HP 105; **Bloodied** 52 **Initiative** +7
AC 21, **Fortitude** 20, **Reflex** 20, **Will** 19 **Perception** +6
Speed 6

Standard Actions

⊕ **Greatclub** (weapon) **✦ At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 4d6 + 6 damage.

Minor Actions

⸸ **Push Through ✦ Recharge** when first bloodied
Attack: Melee 1 (one creature); +11 vs. Fortitude
Hit: The goliath pushes the target 1 square, knocks it prone, and shifts 1 square to the square the target vacated.

Stone's Endurance ✦ Encounter
Effect: The goliath gains resist 5 to all damage until the end of its next turn.

Triggered Actions

⸸ **Vengeful Clout** (weapon) **✦ Encounter**
Trigger: The goliath drops to 0 hit points.
Attack (Immediate Interrupt): Melee 1 (one creature); +11 vs. Fortitude
Hit: 4d6 + 6 damage, and the target falls prone.

Skills Athletics +14, Intimidate +10, Nature +11
Str 20 (+9) **Dex** 17 (+7) **Wis** 15 (+6)
Con 15 (+6) **Int** 11 (+4) **Cha** 12 (+5)

Alignment unaligned **Languages** Common, Giant
Equipment hide armor, greatclub

Barrels, crates, and sacks sit in a pile in the center of the room and in heaps leaning against the walls. Shelves hold smaller containers.

The people are adventurers. They are arguing with each other because they have all been afflicted by meenlock corruption (stage 1). The –4 penalty to Will has not been applied to their statistics blocks. They are confused and mistrust each other. The meenlock hides in one of the corridors and has used its *horrid link* on Chandra.

Foodstuffs: There's enough food in this chamber to provide 120 meals.

Fingers (Gnome Assassin)	**Level 7 Skirmisher**
Small fey humanoid, gnome	XP 300
HP 78; **Bloodied** 39	**Initiative** +9
AC 21, **Fortitude** 18, **Reflex** 20, **Will** 19	**Perception** +9
Speed 5	Low-light vision
Standard Actions	
⊕ **Katar** (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 8 damage, or 4d6 + 8 if the attack ended the gnome's *shade form.*	
Move Actions	
Shadow Step (teleportation) ✦ **At-Will**	
Requirement: The gnome must be adjacent to a creature.	
Effect: The gnome teleports up to 3 squares to a square adjacent to a different creature, and any mark on the gnome ends.	
Minor Actions	
Shade Form ✦ **Recharge** when first bloodied	
Effect: The gnome assumes a shadowy form that lasts until it makes an attack roll or until the end of its next turn. While in this form, it is insubstantial and has vulnerable 5 radiant. In addition, it can make Stealth checks to become hidden if it has any cover or concealment.	
Sustain Minor: The shadowy form persists until the end of the gnome's next turn.	
Skills Stealth +12	
Str 10 (+3) **Dex** 19 (+7) **Wis** 13 (+4)	
Con 14 (+5) **Int** 14 (+5) **Cha** 16 (+6)	
Alignment unaligned **Languages** Common, Elven	
Equipment leather armor, 2 katars	

Lore: The evil adventurers came to the dungeon in search of treasure. They know nothing about the wizard and have found only the random treasure you generate for this chamber. After the meenlock started digging into their minds, their natural suspicions and paranoia led them to their present dispute. Fingers and Chandra want to leave. Malefus wants to stay. And Plaenus is being silent, trying to work out what's wrong.

Tactics: The evil adventurers attack the characters if provoked. Malefus uses *shadow shield* to protect allies, while he smashes his allies with his *cancerous mace.*

Plaenus (Shardmind Dominator)	**Level 8 Controller**
Medium immortal humanoid, shardmind (living construct)	XP 350
HP 86; **Bloodied** 43	**Initiative** +4
AC 22, **Fortitude** 17, **Reflex** 19, **Will** 21	**Perception** +13
Speed 6	
Resist 5 psychic	
Standard Actions	
⊕ **Dagger** (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d4 + 9 damage.	
Overwhelming Mind (charm) ✦ **At-Will**	
Effect: One creature within 5 squares of the dominator makes a melee or ranged basic attack as a free action against a target of the dominator's choice. If the attack hits, the dominator slides the attacking creature 3 squares.	
☽ **Psionic Puppet** (charm) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Ranged 10 (one creature); +11 vs. Will	
Hit: The target is dominated (save ends).	
✣ **Mind Swarm** (psychic, zone) ✦ **Encounter**	
Attack: Area burst 1 within 5 (enemies in the burst); +11 vs. Will	
Hit: 2d10 + 7 psychic damage.	
Effect: The burst creates a zone that lasts until the end of the encounter. When any enemy ends its turn within the zone, the dominator can slide it 3 squares as a free action.	
Move Actions	
Shardswarm (teleportation) ✦ **Encounter**	
Effect: Each enemy adjacent to the dominator grants combat advantage until the end of the dominator's next turn. The dominator then teleports 3 squares.	
Skills Arcana +12, Bluff +10	
Str 11 (+4) **Dex** 10 (+4) **Wis** 18 (+8)	
Con 14 (+6) **Int** 17 (+7) **Cha** 13 (+5)	
Alignment evil **Languages** Common, Deep Speech, telepathy 5	
Equipment dagger, orb	

Chandra does not use elaborate tactics and simply smashes any enemy she can reach. Chandra fights to the death.

Meenlock Stalker	**Level 9 Controller**
Small aberrant humanoid	XP 400
HP 97; **Bloodied** 48	**Initiative** +8
AC 23, **Fortitude** 20, **Reflex** 21, **Will** 22	**Perception** +4
Speed 5	Darkvision
Immune meenlock corruption	
Standard Actions	
⊕ **Claw** ✦ **At-Will**	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d6 + 7 damage.	
☽ **Maddening Whispers** (psychic) ✦ **At-Will**	
Attack: Ranged 10 (one creature affected by this stalker's *horrid link*); +12 vs. Will	
Hit: 1d6 + 4 psychic damage, and the target is dazed (save ends).	
☽ **Twisting Whispers** (charm, disease, psychic) ✦ **At-Will**	
Attack: Ranged 10 (one creature affected by this stalker's *horrid link*); +12 vs. Will	
Hit: 1d6 + 4 psychic damage, and the target makes a basic attack against one creature of the stalker's choice. In addition, at the end of the encounter, the target makes a saving throw. On a failure, the target contracts meenlock corruption (stage 1).	
Move Actions	
Dimension Step (teleportation) ✦ **Recharge** ⚅ ⚄ ⁞⁞	
Effect: The stalker teleports 8 squares.	
Minor Actions	
☽ **Horrid Link** (psychic) ✦ **Recharge** ⚅ ⚄ ⁞⁞	
Effect: The stalker forges a link with one creature within 10 squares of it. The link lasts until the start of the stalker's next turn or until the stalker uses *horrid link* again. Whenever the stalker takes damage, the target of its *horrid link* takes 1d10 + 5 psychic damage.	
Skills Athletics +9, Stealth +13	
Str 10 (+4) **Dex** 18 (+8) **Wis** 11 (+4)	
Con 17 (+7) **Int** 13 (+5) **Cha** 20 (+9)	
Alignment chaotic evil **Languages** Common, Deep Speech	

Fingers advances and attacks with his weapon, using *shade form* after the attack. On his next turn, he strikes again and then uses *shadow step* to avoid a counterstrike. He repeats this process for as long as his side is winning. If the situation looks bad, he flees.

Meenlock Corruption Level 9 Disease

The mental plague slowly places a creature under a meenlock's psychic control.

Stage 0: The target recovers from the disease.
Stage 1: While affected by stage 1, the target takes a -4 penalty to Will.
Stage 2: While affected by stage 2, the target grants combat advantage.
Stage 3: While affected by stage 3, unless prevented from doing so, the target moves toward the lair of the meelocks that infected it. The target is dominated by the meelocks until the disease is cured.
Check: At the end of each extended rest, the target makes an Insight check if it is at stage 1 or 2.
14 or Lower: The stage of the curse increases by 1.
15-19: No change.
20 or Higher: The stage of the disease decreases by 1.

Plaenus unloads his full psionic abilities against the characters, leading with *psionic puppet* and following up *mind swarm* and *overwhelming mind*.

The meenlock surveys the battle and uses the chaos as cover to attack the characters. It uses *horrid link* on a controller or leader, and then hits the characters with *maddening whispers*. The evil adventurers do not recognize the meenlock as an ally and will attack it if given the opportunity.

Malefus

Malefus swore his soul to Zehir years ago and has adopted many of the god's attributes. He's secretive, ruthless, and not above committing murder when it serves his purpose. He has dark, attractive features he keeps hidden behind a half-mask and cowl. Serpent tattoos decorate his skin.

Chandra

The hulking Chandra joined up with Malefus because she saw in him a path to power and glory. She's not evil, but she displays a casual brutality that others often find disturbing. She towers over her companions and wears her long brown hair in braids. She favors people smaller than her and might seek a romantic tryst with a dwarf, a halfling, or a gnome.

Fingers

Like Chandra, Fingers is not evil; he's just selfish. He has blended shadow magic with his fighting skill to maximize his chances for survival. He's quick with a joke, but his smile never quite reaches his eyes. He has white hair and chocolate brown skin.

Plaenus

The strangest and easily the most dangerous member of this company is the shardmind named Plaenus. He looks as if he was carved from a block of obsidian. His eyes glow red. He would sacrifice any member of his group if doing so would help him.

Development

The evil adventuring party might join the characters for the duration of the adventure. If so, you can use their statistics as presented or, if you feel inspired, convert them into companion characters using the rules in *Dungeon Master's Guide® 2*. Of the group, only Plaenus will consciously betray the characters, and then only if there's a way that doing so would profit him, such as by making a deal with Merlas. The rest fight or flee depending on the situation. These characters expect a full share of the loot and count as full members of the party for the purpose of experience awards.

Dungeon Level 4

Cells

Combat Encounter Level 8 (1,750 XP)

Merlas has few illusions about the reliability of the gnolls in the guard room, so he trusts his ogre mercenaries with the more important task of guarding his prisoners. These mercenaries and their pet owlbear stand guard over prisoners who can look forward to a painful end as experimental subjects.

Light: Bright light from torches.
Monsters: Owlbear, 3 ogre mercenaries.

Owlbear	**Level 8 Elite Brute**
Large fey beast	XP 700
HP 212; **Bloodied** 106	**Initiative** +6
AC 20, **Fortitude** 22, **Reflex** 18, **Will** 20	**Perception** +12
Speed 7	Darkvision
Saving Throws +2; **Action Points** 1	
Standard Actions	
⊕ **Claw** ✦ **At-Will**	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 4d6 + 6 damage.	
⨽ **Double Attack** ✦ **At-Will**	
Effect: The owlbear uses *claw* twice. If both attacks hit the same creature, the owlbear grabs it (escape DC 16). If the owlbear has fewer that two creatures grabbed.	
⨽ **Beak Snap** ✦ **At-Will**	
Effect: Melee 1 (one creature grabbed by the owlbear). The target takes 4d8 + 22 damage.	
Triggered Actions	
↯ **Stunning Screech** ✦ **Encounter**	
Trigger: The owlbear is first bloodied.	
Attack (Free Action): Close blast 3 (creatures in the blast); +11 vs. Fortitude	
Hit: The target is stunned (save ends).	
Str 20 (+9) **Dex** 14 (+6)	**Wis** 16 (+7)
Con 16 (+7) **Int** 2 (+0)	**Cha** 10 (+4)
Alignment unaligned **Languages** –	

When the characters can see this room, read:
An owlbear hunches in the room's center, picking at a human carcass with its beak. Three ogres dressed in animal hides take turns punching each other in the face. Four grates cover pits in the floor, and the filth clinging to the bars tells a grim tale of the fates of anyone interred in their depths.

The ogre mercenaries have one job—to tend the prisoners. The owlbear is something of a mascot. The owlbear likely spots (or scents) the characters first, and it looses a growl before attacking. The ogres respond in kind and throw themselves at anyone they deem to be intruders.

Cells: The grates cover pits that are designed for use as cells. Each pit is a 10-foot cube. Filth and bones cover the floors of every one.

3 Ogre Mercenaries	**Level 8 Soldier**
Large natural humanoid (giant)	XP 350 each
HP 93; **Bloodied** 46	**Initiative** +8
AC 24, **Fortitude** 22, **Reflex** 19, **Will** 19	**Perception** +6
Speed 8	
STANDARD ACTIONS	
⊕ **Morningstar** (weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
Effect: The ogre marks the target until the end of the ogre's next turn.	
↛ **Handaxe** (weapon) ✦ **At-Will**	
Attack: Ranged 10 (one creature); +13 vs. AC	
Hit: 1d8 + 7 damage.	
⇙ **Brutal Sweep** (weapon) ✦ **At-Will**	
Attack: Close blast 2 (creatures in the blast); +13 vs. AC	
Hit: 1d8 + 7 damage, and the target falls prone.	
Str 22 (+10) **Dex** 15 (+6) **Wis** 15 (+6)	
Con 21 (+9) **Int** 7 (+2) **Cha** 8 (+3)	
Alignment chaotic evil **Languages** Giant	
Equipment 2 handaxe, morningstar	

Chapel

Combat Encounter Level 8 (1,778 XP)

From time to time when Merlas draws power from the Shadowfell, darkness bleeds into the mortal world. The Chapel holds several life-hating wraiths that gather their strength to destroy the evil wizard and any other living thing in their path.

Light: None.

Monsters: 6 wraith figments, 4 sovereign wraiths,.

When the characters can see the area, read:
The altar and the religious icons decorating this chamber suggest its purpose was to be a chapel. Now, the place has been desecrated, with dung and organs sitting in a heap in a basin, a holy symbol cracked into pieces, and candles melted to wax. Even the whitewash covering the walls has cracked and flaked away, showing dark stone underneath.

The wraiths hate all living things and hate Merlas most of all. If the characters enter the chapel, the wraiths emerge from the walls and attack. Each sovereign wraith moves to engage a different character, while the figments flit around the room to harry anyone not locked down by their creators.

6 Wraith Figments	**Level 6 Minion Skirmisher**
Medium shadow humanoid (undead)	XP 63 each
HP 1; a missed attack never damages a minion.	**Initiative** +8
AC 18, **Fortitude** 16, **Reflex** 20, **Will** 17	**Perception** +3
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; **Resist** 10 necrotic	
STANDARD ACTIONS	
⊕ **Shadow Caress** (necrotic) ✦ **At-Will**	
Attack: Melee 1 (one creature); +9 vs. Reflex	
Hit: 7 necrotic damage, and the target is slowed until the end of the wraith's next turn.	
MOVE ACTIONS	
Shadow Glide ✦ **Encounter**	
Effect: The wraith figment shifts up to 6 squares.	
Skills Stealth +11	
Str 3 (-1) **Dex** 17 (+6) **Wis** 10 (+3)	
Con 13 (+4) **Int** 4 (-2) **Cha** 15 (+5)	
Alignment chaotic evil **Languages** –	

4 Sovereign Wraiths	**Level 8 Soldier**
Medium shadow humanoid (undead)	XP 350 each
HP 89; **Bloodied** 44	**Initiative** +11
AC 24, **Fortitude** 20, **Reflex** 22, **Will** 21	**Perception** +6
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; **Resist** 10 necrotic	
TRAITS	
Insubstantial	
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.	
Spawn Wraith	
When the wraith kills a humanoid, that humanoid becomes a wraith figment at the start of this wraith's next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master's control.	
STANDARD ACTIONS	
⊕ **Spectral Sword** (necrotic) ✦ **At-Will**	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 2d8 + 2 necrotic damage, and the target grants combat advantage and takes ongoing 5 necrotic damage (save ends both).	
Effect: The wraith marks the target until the end of the wraith's next turn.	
⸸ **Lonely Death** (illusion) ✦ **Recharge** ⚃ ⚄ ⚅	
Effect: The wraith uses *spectral sword*. If the attack hits, all creatures except the wraith are invisible to the target (save ends).	
Skills Stealth +14	
Str 15 (+6) **Dex** 20 (+9) **Wis** 15 (+6)	
Con 17 (+7) **Int** 14 (+6) **Cha** 19 (+8)	
Alignment evil **Languages** Common	

Dungeon Level 5

Crypt

Combat Encounter Level 10 (2,500 XP)

For all the enemies Merlas has made, the wizard has also gained a few allies. One of his most powerful friends is a dreaded vampire, whose coffin he had installed in this chamber with a number of powerful servants to protect the undead while she sleeps.

Light: None.

Monsters: 2 gargoyles, 1 vampire night witch, 4 dread guardians.

When the characters can see the area, read:
The corridor opens onto a chill chamber dominated by a sarcophagus, whose lid depicts a beautiful elf maiden. On either end crouch demonic statues. Four blue-skinned human warriors clad in scale armor and wielding swords and shields stand guard against the walls.

The creatures here ignore the characters if they remain in the corridor and do not attack. Any intrusion, violent or otherwise, causes the guardians to engage the characters, which alerts the night witch, who throws off the lid of her coffin and joins the battle.

Lore: The vampire met Merlas during one of his expeditions into the Shadowfell. The two decided to form a partnership: The vampire would gather the materials Merlas needed to complete his rituals, and Merlas would keep her supplied with humanoid blood. Since she arrived here, however, Merlas has neglected her, and the night witch has grown hungry and more than a little angry.

Tactics: The guardians treat the night witch as their master for the purpose of their traits and powers related to a master. The guardians protect the vampire.

2 Gargoyles — **Level 9 Lurker**
Medium elemental humanoid (earth) — XP 400 each

HP 77; **Bloodied** 38 — **Initiative** +11
AC 23, **Fortitude** 21, **Reflex** 19, **Will** 19 — **Perception** +12
Speed 6, fly 8 — Darkvision

Standard Actions

⊕ **Claw ✦ At-Will**
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d6 + 5 damage.

↓ **Swoop Attack ✦ At-Will**
Effect: The gargoyle flies up to its speed and uses *claw* at the end of the move. This movement does not provoke opportunity attacks.

Stone Form ✦ At-Will
Effect: The gargoyle enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 25 to all damage, gains 5 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. When the gargoyle ends the effect, it gains a +20 bonus to its next damage roll before the end of its next turn.

Skills Stealth +12

Str 21 (+9)	**Dex** 17 (+7)	**Wis** 17 (+7)
Con 17 (+7)	**Int** 5 (+1)	**Cha** 17 (+7)

Alignment evil — **Languages** Primordial

The night witch exploits the guardians' service and claws at any character she can reach. If she becomes injured, she uses *dream lure* and *bite* to regain hit points. The night witch flees if dropped to 20 hit points or fewer.

Merlas placed the two gargoyles here to ensure that the night witch does not betray him. If the vampire tries to surrender, they tear her to pieces. Otherwise, they help the guardians against the characters, swooping down from the ceiling to rend the characters with their claws.

Vampire Night Witch — **Level 10 Controller**
Medium natural humanoid (undead) — XP 500

HP 98; **Bloodied** 49 — **Initiative** +9
AC 24, **Fortitude** 20, **Reflex** 22, **Will** 24 — **Perception** +12
Speed 7, climb 4 (spider climb) — Darkvision
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Traits

Burned by Sunlight (radiant)
Whenever the vampire starts its turn in direct sunlight, it takes 5 radiant damage.

Standard Actions

⊕ **Claw ✦ At-Will**
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 4d6 + 4 damage.
Effect: The vampire slides the target up to 3 squares.

↓ **Bite** (healing) **✦ At-Will**
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +15 vs. AC
Hit: 3d10 + 10 damage, and the vampire regains 15 hit points.

↝ **Dream Lure** (charm, psychic) **✦ At-Will**
Attack: Ranged 5 (one creature); +13 vs. Will
Hit: 3d6 + 4 psychic damage, and the target is dazed until the end of its next turn.
Effect: The vampire pulls the target up to 3 squares.

Triggered Actions

Vanish into Shadow (illusion) **✦ Encounter**
Trigger: The vampire takes damage while bloodied.
Effect (No Action): The vampire becomes invisible until the end of the encounter or until it attacks.

Skills Acrobatics +14, Athletics +13, Bluff +15, Insight +12, Stealth +14

Str 17 (+8)	**Dex** 18 (+9)	**Wis** 15 (+7)
Con 10 (+5)	**Int** 12 (+6)	**Cha** 22 (+11)

Alignment evil — **Languages** Common

4 Dread Guardians	Level 7 Soldier
Medium natural animate (undead)	XP 300 each
HP 79; **Bloodied** 39	**Initiative** +6
AC 23, **Fortitude** 19, **Reflex** 17, **Will** 18	**Perception** +5
Speed 5	Low-light vision

Traits

Shield of Undeath ✦ Aura 1
While the dread guardian's master is within the guardian's aura, the master takes half damage from all attacks.

Eyes of Undeath
The dread guardian's master can see or hear anything the guardian can see or hear. The master can also speak through the guardian.

Standard Actions

Longsword (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d8 + 6 damage.
Effect: The target is marked until the end of the guardian's next turn.

Longbow (weapon) ✦ **At-Will**
Attack: Ranged 20/40 (one creature); +12 vs. AC
Hit: 1d10 + 6 damage.
Effect: The target is marked until the end of the guardian's next turn.

Triggered Actions

Iron Rebuke (weapon) ✦ **At-Will**
Trigger: An enemy marked by the guardian attacks the guardian's master.
Attack (Opportunity Action): Melee 1 (triggering enemy); +14 vs. AC
Hit: 2d8 + 6 damage.

Str 16 (+6)	**Dex** 12 (+4)	**Wis** 14 (+5)
Con 15 (+5)	**Int** 4 (+0)	**Cha** 9 (+2)

Alignment unaligned **Languages** understands Common
Equipment scale armor, heavy shield, longsword, longbow, 20 arrows

Laboratory

Combat Encounter Level 9 (2,350 XP)

Merlas spends his time here, preparing to begin the ritual of apotheosis that will transform him into a lich.

Perception DC 12: A character hears nonsensical mumbling interspersed with curses.

Light: Dim light from several candles and burners arranged around the chamber.

Monsters: Merlas, quasit, 3 runic gargoyles.

When the characters can see into this room, read:
A man dressed in soiled yellow robes with matching cap sits on a high chair. He seems intent on a small metal device. A tiny demon perches on his shoulder. It whispers into the man's ear. Arranged around the room in a haphazard fashion are tables filled with alchemy tools. Blue flames flicker and dance atop burners, causing multicolored fluids to bubble and froth. Alembics, tubes, beakers, and great glass containers filled with murky fluid crowd every surface. Three monstrous statues look on from the shadows.

This man on the stool is Merlas, the mad wizard. He's not immediately hostile and is open to limited conversation, mostly about his brilliance. After a few minutes, he tells the characters to be on their way since he's far too busy to entertain them. If they refuse, he attacks.

Alchemy Equipment: Arrange four 1-square-by-2-square tables around the room in whatever position you like. The tables count as difficult

Merlas	Level 10 Elite Artillery
Medium natural humanoid, human	XP 1,000
HP 170; **Bloodied** 85	**Initiative** +9
AC 24, **Fortitude** 20, **Reflex** 22, **Will** 24	**Perception** +7
Speed 6	
Saving Throws +2; **Action Points** 1	

Standard Actions

Lightning Grasp (implement, lightning) ✦ **At-Will**
Attack: Melee 2 (one creature); +13 vs. Reflex
Hit: 2d6 + 11 lightning damage, and the target cannot take actions until the start of its next turn.

Maddening Gaze (charm, psychic) ✦ **At-Will**
Attack: Ranged 10 (one creature that can see Merlas); +15 vs. Will
Hit: 3d6 + 6 psychic damage, and the target cannot attack Merlas (save ends).

Bolts of Lightning (implement, lightning) ✦ **Encounter**
Attack: Ranged 20 (up to five creatures); +15 vs. Reflex
Hit: 5d8 + 6 lightning damage.
Miss: Half damage.

Burst of Flame (fire, implement) ✦ **Encounter**
Attack: Area burst 2 within 20 (each creature in burst); +15 vs. Reflex
Hit: 6d6 + 6 fire damage.
Miss: Half damage.

Move Actions

Teleport (teleportation) ✦ **Encounter**
Effect: Merlas teleports up to 10 squares.

Minor Actions

Swarming Missiles (force, zone) ✦ **Encounter**
Effect: Close burst 1. The burst becomes a zone of force missiles that lasts until Merlas drops to 0 hit points or until the end of the encounter. The zone moves with Merlas, remaining centered on his space. Any enemy that ends its turn in the zone takes 5 force damage.

Force Missile (force) ✦ **At-Will** (1/round)
Requirement: The *swarming missiles* zone must be active.
Attack: Ranged 20 (one or two creatures); +15 vs. Reflex
Hit: 1d6 + 6 force damage.

Triggered Actions

Defensive Barrier ✦ Encounter
Trigger: Merlas takes damage.
Attack (Immediate Reaction): Close burst 1 (creatures in the burst); +15 vs. Fortitude
Hit: Merlas pushes the target up to 2 squares.
Effect: Merlas gains a +5 power bonus to all defenses until the start of his next turn.

Skills Arcana +16

Str 10 (+5)	**Dex** 18 (+9)	**Wis** 14 (+7)
Con 19 (+9)	**Int** 23 (+11)	**Cha** 22 (+11)

Alignment chaotic evil **Languages** Common, Draconic
Equipment robes, wand

Quasit	Level 7 Controller
Tiny elemental humanoid (demon)	XP 300
HP 75; **Bloodied** 37	**Initiative** +8
AC 23, **Fortitude** 16, **Reflex** 21, **Will** 19	**Perception** +10
Speed 8	Darkvision
Traits	
☼ **Tempter's Influence** ✦ **Aura** 2	
Enemies within the aura take a -2 penalty to saving throws.	
Standard Actions	
⨁ **Bite** (poison) ✦ **At-Will**	
Attack: Melee 0 (one creature); +12 vs. AC	
Hit: 2d6 + 5 damage, and the target grants combat advantage (save ends).	
Minor Actions	
✧ **Evil Temptation** ✦ **At-Will** (1/round)	
Attack: Close burst 3 (one creature in the burst); +10 vs. Will	
Hit: The target is dazed (save ends). The effect also ends if the target makes an attack against one of its allies.	
Invisibility (illusion) ✦ **At-Will** (1/round)	
Effect: The quasit becomes invisible until it makes an attack roll.	
Triggered Actions	
Variable Resistance ✦ **Encounter**	
Trigger: The quasit takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The quasit gains resist 10 to the triggering damage type until the end of the encounter.	
Skills Arcana +8, Bluff +11, Stealth +13	
Str 8 (+2) **Dex** 21 (+8) **Wis** 14 (+5)	
Con 11 (+3) **Int** 10 (+3) **Cha** 16 (+6)	
Alignment chaotic evil **Languages** Abyssal, Common	

terrain. Any creature that moves or is moved into a space containing a table causes it to topple and explode. Each creature adjacent to a table when it falls takes 5 fire damage.

Phylactery: The device Merlas is constructing is a phylactery to house his soul. It is not yet complete and can be destroyed with a single strike from a weapon attack or a force attack.

Lore: Merlas is trying to become a lich. He has spent the last few months constructing his phylactery. After this work is complete, he will amass the ritual components he needs by taking them from the surrounding communities. Although he's willing to let the characters go on their way, any interference with his work causes him to become enraged, and he unleashes his full power against the intruders.

3 Runic Gargoyles	Level 8 Soldier
Medium elemental humanoid (earth)	XP 350 each
HP 87; **Bloodied** 43	**Initiative** +8
AC 24, **Fortitude** 20, **Reflex** 19, **Will** 22	**Perception** +12
Speed 6, fly 8	Darkvision
Immune petrification	
Standard Actions	
⨁ **Claw** ✦ **At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
Effect: The target is marked until the end of the gargoyle's next turn.	
⸸ **Avenging Claws** ✦ **Recharge** when the gargoyle's master is first bloodied	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage, and the target is dazed until the end of the gargoyle's next turn.	
Move Actions	
To the Master (teleportation) ✦ **At-Will**	
Effect: The gargoyle teleports to a square within 2 squares of its master.	
Triggered Actions	
Shielding Wings ✦ **At-Will**	
Requirement: The gargoyle must be adjacent to its master.	
Trigger: The gargoyle's master takes damage.	
Effect (Immediate Interrupt): The gargoyle takes the damage instead of its master.	
Skills Athletics +14, Stealth +11	
Str 20 (+9) **Dex** 15 (+6) **Wis** 16 (+7)	
Con 15 (+6) **Int** 10 (+4) **Cha** 11 (+4)	
Alignment evil **Languages** Common, Primordial	

Tactics: The runic gargoyles spring from their positions at the edges of the room to attack the characters and prevent them from reaching their master. If any characters are adjacent to Merlas at the start of the gargoyles' turn, they all use *to the master* to destroy the offending character.

Merlas activates *swarming missiles* on his first turn and hurls *force missile* after *force missile* against the characters. He blasts them with *burst of flame* and *bolt of lightning*. If the characters are still alive by the end of the third round, Merlas rethinks his situation and *teleports* away, fleeing for safety. Even if he gets away, he might have to contend with the tomb guardians in the great hall.

Finally, the quasit's sole purpose is to destroy the wizard. It has served Merlas for a while as his familiar, but all the while the demon has been plotting to kill his master and speed his soul to the Abyss. If Merlas becomes bloodied, the quasit attacks Merlas and fights until destroyed.

The Hole

Combat Encounter Level 8 (1,752 XP)

Failed experiments, corpses, and other detritus wind up in the Hole. The black ichor clinging to the walls feeds on these leavings and slithers up to investigate fresher fare.

Light: None.

Monsters: 2 black puddings, 4 black pudding spawn.

When the characters can see this area, read:
A pit easily 20 feet across lies at the center of the room. Foul mist rises from the depths, and gore spatters the lip and sides, clinging like some sort of vulgar growth.

The black puddings cling to the pit's walls. They emerge only if the characters look down or throw something into the pit. If disturbed, the puddings flow up and attack.

Pit: The pit's bottom is 100 feet below the room. The pit might be just a pit, the floor of which is littered with waste, bones, and debris. Or it could open onto a much larger chamber, if you'd like to expand the adventure beyond the dungeon map.

2 Black Puddings	Level 8 Elite Brute
Large natural beast (blind, ooze)	XP 700 each
HP 218; **Bloodied** 109	**Initiative** +6
AC 20, **Fortitude** 22, **Reflex** 20, **Will** 18	**Perception** +4
Speed 4, climb 3	Blind, tremorsense 10
Immune blinded, gaze effects; **Resist** 15 acid	
Saving Throws +2; **Action Points** 1	

Traits

Ooze

While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

Standard Actions

⊕ **Slam** (acid) ✦ **At-Will**

Attack: Melee 1 (one creature); +11 vs. Fortitude

Hit: 4d6 + 6 acid damage.

Effect: Before or after the attack, the pudding shifts up to its speed.

✧ **Engulf** (acid) ✦ **At-Will**

Attack: Close blast 3 (creatures in the blast); +11 vs. Fortitude

Hit: 4d6 + 6 acid damage, and the pudding grabs the target (escape DC 16).

⸸ **Melt** (acid) ✦ **At-Will**

Effect: Melee 1 (one creature grabbed by the pudding). The target takes 2d6 + 15 acid damage and loses a healing surge. It takes 10 extra damage if it has no healing surges.

Triggered Actions

Split ✦ **At-Will**

Trigger: An enemy hits the pudding with a weapon attack.

Effect (No Action): A black pudding spawn appears in the unoccupied square closest to the pudding.

Str 15 (+6)	**Dex** 14 (+6)	**Wis** 11 (+4)
Con 19 (+8)	**Int** 1 (-1)	**Cha** 1 (-1)

Alignment unaligned **Languages** –

4 Black Pudding Spawn	Level 8 Minion Brute
Medium natural beast (blind, ooze)	XP 88 each
HP 1; a missed attack never damages a minion.	**Initiative** +6
AC 20, **Fortitude** 22, **Reflex** 20, **Will** 18	**Perception** +4
Speed 4, climb 3	Blind, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid	

Traits

Ooze

While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

Standard Actions

⊕ **Slam** (acid) ✦ **At-Will**

Attack: Melee 1 (one creature); +12 vs. Fortitude

Hit: 10 acid damage, and the pudding shifts up to its speed.

Str 15 (+6)	**Dex** 14 (+6)	**Wis** 11 (+4)
Con 19 (+8)	**Int** 1 (-1)	**Cha** 1 (-1)

Alignment unaligned **Languages** –

Torture Chamber

Combat Encounter Level 8 (1,800 XP)

Merlas supplies a mind flayer with fresh brains in exchange for the illithid's help in conducting his research. The mind flayer experiments on prisoners, warping them with magic until they transform into mutant monstrosities.

Light: Bright light from torches in sconces.

Monsters: 1 plaguechanged mind flayer, 1 foulspawn berserker, 1 foulspawn grue, 2 foulspawn manglers.

When the characters can see into the room, read:

Light cast from several wall-mounted torches reveals a ghastly scene. A rack, wheel, iron maiden, and other implements of pain display heavy use in the blood staining and clotting on every surface. Strapped to the rack is a muscular humanoid whose flesh has been flayed from the body and now lies in a heap on the floor. Three misshapen humanoids huddle near the wall, their bright eyes watching as a mind flayer turns the wheel to stretch the tormented and bleeding creature that's strapped to the table.

Plaguechanged Mind Flayer	Level 8 Controller (Leader)
Medium aberrant humanoid	XP 350
HP 82; **Bloodied** 41	**Initiative** +5
AC 24, **Fortitude** 18, **Reflex** 22, **Will** 20	**Perception** +6
Speed 7	Darkvision

Standard Actions

⊕ **Tentacles** ✦ **At-Will**

Requirement: The mind flayer must not have a creature grabbed.

Attack: Melee 1 (one creature); +11 vs. Reflex. This attack automatically hits a dazed or stunned target.

Hit: 2d8 + 7 damage, and the mind flayer grabs the target (escape DC 16).

⸸ **Enthrall Brain** (charm) ✦ **At-Will**

Attack: Melee 1 (one creature grabbed by the mind flayer); +11 vs. Fortitude

Hit: 3d10 + 4 damage, and the target is dazed until it is no longer grabbed by the mind flayer.

Special: If this attack drops the target below 1 hit point, the target stands up, regains hit points equal to its bloodied value, and is dominated until the mind flayer dies. At that point, the target drops to 0 hit points.

✧ **Psychotic Blast** (charm, psychic) ✦ **Recharge** ⚅

Attack: Close blast 5 (enemies in the blast); +11 vs. Will

Hit: 2d6 + 5 psychic damage, and the target makes a basic attack against its nearest ally as a free action.

Skills Arcana +14, Insight +11

Str 12 (+5)	**Dex** 12 (+5)	**Wis** 14 (+6)
Con 10 (+4)	**Int** 20 (+9)	**Cha** 17 (+7)

Alignment chaotic evil **Languages** Deep Speech, telepathy 20

The creature strapped to the table is the foulspawn berserker. It enjoys pain, and the mind flayer indulges its perversions. The mind flayer and the foulspawn react poorly to any interruptions.

Torture Devices: Arrange a few torture devices (wheel, rack, and so on) around the room. Squares containing these devices are difficult terrain.

Iron Maiden: An iron maiden stands closed against one wall. The device can accommodate one Medium or smaller creature. It takes a minor

Foulspawn Berserker	Level 9 Soldier
Medium aberrant humanoid	XP 400
HP 102; **Bloodied** 51	**Initiative** +7
AC 25, **Fortitude** 23 (25 while bloodied), **Reflex** 20, **Will** 20	**Perception** +0
Speed 7 (9 while bloodied)	Low-light vision
Immune fear	
Traits	
☼ **Berserker Aura ✦ Aura** 1	
When a creature in the aura makes a melee attack, it must choose its target at random from the potential targets in range.	
Mental Feedback (psychic)	
Whenever a creature targets the berserker with a charm attack, the creature and the berserker each take 10 psychic damage.	
Standard Actions	
⊕ **Greatsword** (weapon) **✦ At-Will**	
Attack: Melee 1 (one creature); +14 vs. AC, or +16 vs. AC while the berserker is bloodied	
Hit: 2d10 + 6 damage, or 2d10 + 10 damage while the berserker is bloodied.	
⸸ **Berserker Charge ✦ At-Will**	
Effect: The berserker charges, and the charge attack deals 5 extra damage on a hit.	
Str 18 (+8) **Dex** 12 (+5) **Wis** 3 (+0)	
Con 22 (+10) **Int** 8 (+3) **Cha** 12 (+5)	
Alignment chaotic evil **Languages** Deep Speech, telepathy 10	
Equipment greatsword	

Foulspawn Grue	Level 8 Controller
Small aberrant humanoid	XP 350
HP 87; **Bloodied** 43	**Initiative** +8
AC 22, **Fortitude** 19, **Reflex** 21, **Will** 20	**Perception** +5
Speed 4	Low-light vision
Standard Actions	
⊕ **Claw ✦ At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d4 + 9 damage, and the target is slowed (save ends). If the target is already slowed, it is instead dazed (save ends).	
⚦ **Whispers of Madness** (psychic) **✦ Recharge** ⚄ ⁞⁞	
Attack: Ranged 5 (one nondeafened creature); +11 vs. Will	
Hit: 4d6 + 10 psychic damage, and the target is slowed (save ends). If the target is already slowed, it is instead dazed (save ends).	
Move Actions	
Teleport (teleportation) **✦ At-Will**	
Effect: The grue teleports up to 4 squares.	
Minor Actions	
⚦ **Mind Worm ✦ Recharge** when the target saves against this power	
Attack: Ranged 10 (one creature); +11 vs. Will	
Hit: The target is slowed and takes a -2 penalty to Will (save ends both).	
Skills Stealth +13	
Str 8 (+3) **Dex** 19 (+8) **Wis** 3 (+0)	
Con 15 (+6) **Int** 11 (+4) **Cha** 16 (+7)	
Alignment evil **Languages** Deep Speech, telepathy 10	

2 Foulspawn Manglers	Level 8 Skirmisher
Medium aberrant humanoid	XP 350 each
HP 86; **Bloodied** 43	**Initiative** +9
AC 22 (24 while bloodied), **Fortitude** 19, **Reflex** 20 (22 while bloodied), **Will** 19	**Perception** +7
Speed 7 (9 while bloodied)	Low-light vision
Traits	
Combat Advantage	
The mangler deals 2d6 extra damage against any creature granting combat advantage to it.	
Mangler's Mobility	
The mangler gains a +5 racial bonus to AC against opportunity attacks provoked by movement.	
Standard Actions	
⊕ **Dagger** (weapon) **✦ At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d4 + 7 damage.	
⚦ **Thrown Dagger** (weapon) **✦ At-Will**	
Attack: Ranged 5 (one creature); +13 vs. AC	
Hit: 2d4 + 4 damage.	
⸸ **Dagger Dance** (weapon) **✦ Recharge** when first bloodied	
Effect: The mangler uses *dagger* four times and can shift 1 square after each attack.	
Skills Athletics +10, Stealth +12	
Str 13 (+5) **Dex** 17 (+7) **Wis** 6 (+2)	
Con 14 (+6) **Int** 10 (+4) **Cha** 14 (+6)	
Alignment evil **Languages** Deep Speech, telepathy 10	
Equipment 8 daggers	

action to open or close the iron maiden. Any creature that occupies its space when it's open and is still there when it's closed takes 10 damage, becomes restrained, and takes ongoing 10 damage for as long as it remains inside the iron maiden. A creature inside the iron maiden cannot exit the device until another creature opens it.

Blood Rock: The floors in this chamber are made of blood rock A creature standing on any square in the room can score a critical hit on a natural die roll of 19 or 20.

Tactics: The mind flayer hits the characters with *psychotic blast* and then attacks the closest enemy so that it can enthrall that enemy's brain. The berserker rises from the table, snapping the straps and charges the leading character, while the manglers fan out to chip away at the character's flanks. The grue stays back, keeping out of melee to harass the characters with its ranged attacks. All creatures here are thoroughly insane and pursue fleeing adventurers even into other chambers. The monsters fight until slain. They try to take the characters alive so they can subject them to the mind flayer's horrific experiments.

Dungeon Level 6

The Burrow

Combat Encounter Level 7 (1,500 XP)

Merlas captured a red dragon and chained it in this room. The wizard intends to turn the monster into a dracolich to serve as his steed.

Perception DC 11: A character hears a rattling chain and smells smoke.

Light: Dim light from smoldering straw.

Monsters: 1 young red dragon.

When the characters can see into this room, read:
A magnificent dragon with glittering red scales worries at a heavy chain around its neck with its claw. Sparks fly as it scratches the metal. The straw littering the floor here smolders. A passage leads out of the chamber on the wall opposite you.

The dragon does not want to be here. The player characters represent its best chance at escape (and revenge), so it entertains conversation, steering the characters into helping it free from the accursed chain.

Chain: A heavy iron chain prevents the dragon from moving more than 3 squares away from the wall. If the dragon takes any damage, it can use a free action to try to break the chain. On a successful DC 19 Strength check, the chain breaks and the dragon can move freely.

If the characters succeed on a DC 12 Diplomacy check and promise to free the dragon, they can approach safely. Removing the chain requires a DC 17 Thievery check to pick the lock or a DC 19 Athletics check to break the chain.

Tactics: The dragon knows and hates its tormentor. Under normal circumstances it would incinerate the characters. If it can get free from the chain and isn't attacked, it wings out of the room to hunt down the wizard. If the characters attack the dragon, it fights back, ensuring that every last character dies before it moves on to find its revenge.

Young Red Dragon **Level 7 Solo Soldier**
Large natural magical beast (dragon) XP 1,500

HP 332; **Bloodied** 166 **Initiative** +8
AC 23, **Fortitude** 21, **Reflex** 18, **Will** 18 **Perception** +11
Speed 6, fly 8 Darkvision
Resist 15 fire
Saving Throws +5; **Action Points** 2

Traits

Action Recovery
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.

Instinctive Assault
On an initiative of 10 + its initiative check, the dragon can use a free action to use *bite* or *claw*. If the dragon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the dragon making the attack.

Standard Actions

Bite (fire) ✦ **At-Will**
Attack: Melee 2 (one creature); +12 vs. AC
Hit: 2d10 + 6 damage. The target is grabbed and takes ongoing 5 fire damage, or ongoing 10 fire damage if the dragon is bloodied, until the grab ends (escape DC 19).

Claw ✦ **At-Will**
Attack: Melee 2 (one or two creatures); +12 vs. AC. If the dragon targets only one creature, it can make this attack twice against that creature.
Hit: 2d8 + 5 damage, and the dragon grabs the target (escape DC 16) if it has fewer than two creature's grabbed.

Breath Weapon (fire) ✦ **Recharge** ⚄ ⁞⁞
Attack: Close blast 5 (creatures in the blast); +10 vs. Reflex
Hit: 2d12 + 7 fire damage, or 2d12 + 17 fire damage while the dragon is bloodied.
Miss: Half damage

Triggered Actions

Tail Strike ✦ **At-Will**
Trigger: An enemy leaves a square within 2 squares of the dragon.
Attack (Immediate Reaction): Melee 3 (triggering enemy); +10 vs. Reflex
Hit: 1d6 + 5 damage, and the target falls prone.

Bloodied Breath ✦ **Encounter**
Trigger: The dragon is first bloodied.
Effect (Free Action): Breath weapon recharges, and the dragon uses it.

Skills Bluff +10, Insight +11
Str 22 (+9) **Dex** 17 (+6) **Wis** 16 (+6)
Con 19 (+7) **Int** 11 (+3) **Cha** 14 (+5)
Alignment evil **Languages** Common, Draconic

Development

Once freed, the dragon sets out to ruin Merlas's day. It doesn't know its way around the Dungeon, so it wings down the corridors, calling the wizard's name. This can draw other monsters out to fight the dragon or send them fleeing as you decide.

If the characters freed the dragon, it does not repay their kindness when it's encountered later in the Dungeon. The dragon kills anything in its path, including its liberators.

The characters have a chance to encounter the red dragon again. Whenever the characters return to a chamber they previously cleared, roll a d6. On a 6, the red dragon comes to the chamber by another corridor and attacks them.

Otherwise, the red dragon doesn't find Merlas until the characters first enter the laboratory. The dragon joins the fight on the third round, focusing its attacks on the wizard first and then turning against the characters.

In any event, play up the dragon's search by having the characters hear the occasional roar echoing through the Dungeon, seeing blast marks in corridors, and finding doors to rooms lying in splinters on the floor.

The Lair

Combat Encounter Level 9 (2,000 XP)

The beholder was in the dungeon when the wizard arrived. It refuses to leave. Merlas is content to leave the monster alone until it starts causing trouble. The beholder holds the same opinion of the wizard.

Light: None.

Monsters: 1 beholder.

When the characters can see the area, read:
Rubble, bones, and rubbish make the floor uneven throughout the chamber. Three passages, including the corridor you're standing in, lead away from this area.

The beholder hovers near the ceiling, tormenting insects with its eye rays. Any character looking up sees it. The beholder maneuvers to inspect creatures entering its lair. It's not immediately hostile and will wait to see what the characters do before acting.

Rubble and Debris: The ground in this room is difficult terrain. If a character runs or charges across this terrain, the character must also succeed on a DC 12 Acrobatics check or fall prone at the end of his or her movement.

Tactics: The beholder stays near the ceiling, blasting the characters with its eye rays. It values its life over victory, so if seriously threatened, it uses its *charm ray* and *terror ray* to drive off the characters. Failing this, it surrenders and tell the characters everything it knows.

Development

The beholder knows where Merlas lairs and can direct or lead the characters to the wizard. If the beholder takes the characters to the laboratory, it turns against them in revenge for the humiliation of losing the fight. If the beholder merely directs them, it follows after them to destroy them when they encounter another monster.

Beholder **Level 9 Solo Artillery**
Large aberrant magical beast XP 2,000

HP 392; **Bloodied** 196 **Initiative** +9
AC 23, **Fortitude** 21, **Reflex** 22, **Will** 22 **Perception** +11
Speed 0, fly 4 (hover) All-around vision, darkvision
Saving Throws +5; **Action Points** 2

Traits

All-Around Vision
Enemies can't gain combat advantage by flanking the beholder.

Standard Actions

Bite ✦ At-Will
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d8 + 8 damage.

Eye Rays ✦ At-Will
Effect: The beholder uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.
1. *Charm Ray* (charm): Ranged 10; +14 vs. Will; the target is dominated until the end of its next turn.
2. *Wounding Ray* (necrotic): Ranged 10; +14 vs. Fortitude; 2d10 + 6 necrotic damage.
3. *Sleep Ray* (charm): Ranged 10; +14 vs. Will; the target is immobilized (save ends).
   First Failed Saving Throw: The target is knocked unconscious instead of immobilized (save ends).
4. *Telekinesis Ray:* Ranged 10; +14 vs. Fortitude; the beholder slides the target up to 4 squares.
5. *Slowing Ray* (necrotic): Ranged 10; +14 vs. Reflex; 3d6 + 5 necrotic damage, and the target is slowed (save ends).
6. *Brilliant Ray* (radiant): Ranged 10; +14 vs. Will; 1d6 + 5 radiant damage, and the target is blinded (save ends).
7. *Terror Ray* (fear, psychic): Ranged 10; +14 vs. Will; 2d8 + 5 psychic damage, and the beholder pushes the target its speed.
8. *Petrifying Ray:* Ranged 10; +14 vs. Fortitude; the target is petrified (save ends).
   Aftereffect: The target is immobilized (save ends).
9. *Death Ray* (necrotic): Ranged 10; +14 vs. Fortitude; 2d8 + 10 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).
   First Failed Saving Throw: The target is dazed and weakened (save ends both).
   Second Failed Saving Throw: The target dies.
10. *Disintegrate Ray:* Ranged 10; +14 vs. Fortitude; 1d8 + 5 damage, and ongoing 10 damage (save ends).

Eye Ray Frenzy ✦ Recharge ⚅
Requirement: The beholder must be bloodied.
Effect: As *eye rays* above, except the beholder makes three *eye ray* attacks.

Minor Actions

Central Eye ✦ At-Will (1/round)
Attack: Close blast 5 (enemies in the blast); +12 vs. Will
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.

Triggered Actions

Random Eye Ray ✦ At-Will
Trigger: The beholder is conscious and an enemy starts its turn within 5 squares of it.
Effect (No Action): The beholder uses one random eye ray against the triggering enemy.

Str 18 (+8)	**Dex** 20 (+9)	**Wis** 15 (+6)
Con 18 (+8)	**Int** 19 (+8)	**Cha** 20 (+9)

Alignment evil **Languages** Deep Speech

Conclusion

The adventure ends when the players leave. They might remain to complete the quest that drew them here or explore further. They might find the place too difficult and wait to face it at a later time. By then, Merlas will have completed his apotheosis, and you should make him into a lich.

Even if Merlas is destroyed, the dungeon does not remain vacant for long. Another villain will find the place and take it over. This foe brings along own henchmen and underlings to guard the place, while other monsters creep up from the Underdark to settle in this curious localr. A few months after Merlas is defeated, the dungeon will be as dangerous as ever.

About the Author

Robert J. Schwalb has contributed design to or developed nearly two hundred roleplaying game titles. Some of his more recent work for Wizards of the Coast can be found in *Book of Vile Darkness*™ and *Player's Option: Heroes of the Elemental Chaos*™. He's also a regular contributor to both *Dragon* and *Dungeon* magazines..

Dark Lantern

By Craig Campbell

Illustrations by Miles Jonston, Aaron Miller, Zoltan Boros, Tyler Walpole, Phill Simmer

Cartography by Jared Blando

Introduction

"Dark Lantern" is a D&D® adventure for characters of levels 6–8 and is set in the world of Eberron. Before running the adventure, familiarize yourself with the locations and the nonplayer characters (NPCs) involved.

Tyken Roslof, a shifter operative of the King's Dark Lanterns, has gone rogue. He holds Thrane and the Church of the Silver Flame responsible for the torture and death of his brother, and he's angry that justice has not been served. With the aid of Mazius, a sympathetic Cyran wizard crippled in the Last War, and a band of werewolves (members of the Dark Pack of Droaam) who despise the Silver Flame, Roslof has stolen a large cache of Brelish gold, with which he has bankrolled a plot to exact his own personal vengeance on the church.

Background

The following information provides a breakdown of the events that took place before Roslof stole the Brelish gold. This material explains why Roslof is on his vengeful quest, as well as the relationships among

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Roslof, his henchmen, and the key NPCs the heroes will encounter during the story.

Many years before the Last War, a powerful Cyran wizard named Eljistil crafted twin Khyber dragonshard daggers and gifted them to Kassia ir'Revenor's father. Mazius, Eljistil's apprentice, was present at the gifting. About a decade ago, Kassia's father bequeathed the daggers to Kassia upon his death.

During the Last War, Mazius lost an arm to a paladin of the Silver Flame, sparking his hatred of the church.

Roughly a year ago, the Church of the Silver Flame set a paladin named Alyphe Taskavina on a quest to hunt down members of the Dark Pack of Droaam. Alyphe and her compatriots have tracked down and executed several members of the pack over the course of the past year.

A few months ago, the Church of the Silver Flame tortured and executed Roslof's brother for crimes against the church. Roslof petitioned the church several times for recompense but was denied at every turn. He began working on a way to make the church pay.

Mazius's personal path of vengeance led him to Roslof, and the pair bonded over their anger at the church. Mazius told Roslof about the Khyber dragonshard daggers and their usefulness in binding and unbinding creatures. A bit of research by Mazius revealed that the daggers were in Kassia's possession. Roslof laid out a plot to steal the daggers and use them to unbind the spirits in the Silver Flame, bringing an end to the church. Mazius, however, was sympathetic toward Kassia, so he convinced Roslof to let him arrange a purchase of the daggers. Roslof then hatched a plot to steal gold from the Wroat Exchequer to fund the purchase.

Mazius left for Kassia's mansion and arranged the sale of the daggers. Meanwhile, Roslof sought out some muscle to help him steal the gold. He traveled to Droaam and made contact with five werewolf members of the Dark Pack, upon whom he had spied while he was a member of the King's Dark Lanterns. He offered the pack members the opportunity to strike back at the church whose champion had been hunting them for so long. The werewolves agreed. Roslof sent them to Mazius's tower to secure a wing of dragonhawks and some *bags of holding*. Though the werewolves did not know this, Alyphe was hot on their trail.

Roslof then returned to Wroat and contacted Sylvander, a gnome forger. Sylvander crafted false documents that would allow Roslof and his guards into the Wroat Exchequer and also give them easy admittance into Flamekeep, the home of the Cathedral of the Silver Flame.

Having arranged the dagger sale, Mazius arrived back at his tower. A day later, the werewolves joined him there, aware now that someone was tracking them. Mazius and the werewolves laid a trap inside the tower, easily capturing and imprisoning Alyphe and her fellows, who had badly underestimated the defenses within the tower. The werewolves flew the dragonhawks to Wroat and joined Roslof, while Mazius stood guard over Alyphe and her compatriots.

Roslof and the werewolves used their forged papers to gain admittance to the exchequer and stole 30,000 gp in Brelish coin. The thieves then left for Kassia's mansion on their dragonhawks.

The King's Dark Lanterns learned of the theft, and Roslof's involvement, almost immediately. Worried that their organization had been compromised, they called in Selair d'Medani, a neutral investigator, to track down Roslof and the stolen gold.

When the adventure begins, Roslof is on his way to Kassia's mansion, and Selair has just begun her investigation. She understands how dangerous Roslof is, so she drafts the heroes to aid her.

Synopsis

In this adventure, a simple investigation into stolen gold reveals a plot to destroy the Church of the Silver Flame. Several NPCs join the heroes at various points throughout the adventure.

The synopsis is presented in two parts. The first subsection describes Roslof's path as he enacts his plan to destroy the Church of the Silver Flame. This section describes the progression of events if the characters do not successfully intervene. The second subsection summarizes the expected order of encounters for the adventure.

When the adventure begins, the heroes are a day or so behind Roslof, but they can catch up if they act quickly.

Roslof's Path

If the heroes do not intervene, the action proceeds as follows.

Roslof and the werewolves ride their dragonhawks to Karrnath, to the dilapidated mansion of Kassia ir'Revenor, where Roslof completes the purchase of the dragonshard daggers. One of the werewolves tells Roslof about their encounter with Alyphe and her Silver Flame devotee party at Mazius's tower. Fearing that someone has discovered his plan, Roslof decides to question Alyphe before proceeding to Flamekeep.

Roslof and the werewolves fly their dragonhawks to Mazius's tower in Aundair. Roslof questions the captives and learns that they were tracking the werewolves on behalf of the Church of the Silver Flame, but they know nothing of Roslof's plan. Convinced that he's in the clear, Roslof continues on with his guards, leaving Mazius behind to watch over the captives.

Roslof and the werewolves arrive at Flamekeep, the capital of Thrane. Roslof uses his *hat of disguise* to mask his appearance and the forged papers to get into Flamekeep. At the Cathedral of the Silver Flame,

Roslof uses his *hat of disguise* to impersonate Alyphe and leads the werewolves into the cathedral.

In the cathedral's sanctum, the group encounters Jaela Daran, the Keeper of the Silver Flame. They take her hostage and force her to seal the doors.

Standing before the great flame at the center of the sanctuary, Roslof uses the Khyber dragonshard daggers to enact a ritual, drawing out the spirits of Tira Miron and the couatl bound within the flame so long ago. As the flame flickers to an ember, the spirit of Bel Shalor, the mighty demon imprisoned with Tira and the couatl, bursts forth and manifests in physical form. This emergence shakes the entire cathedral, destroying large portions of it and killing hundreds of faithful in the process.

The avatar of Bel Shalor is weak when he first appears, but his power grows with each passing hour. Hoping to seize control, he sends out a call, and several fire demons respond to his summons, laying waste to the city and the cathedral. The citizens fly into a panic, and the militia mobilizes to repel the invaders, unaware of the source of the invasion.

Unknown to Roslof, his actions have not sundered the Silver Flame—only weakened it. Extinguishing the flame in the cathedral has pulled the trio of spirits out, but the true Silver Flame is a widespread force that has been binding demons for many centuries.

If the chaos in Flamekeep goes unchecked, Bel Shalor eventually returns to full power and releases the other demons held in check by the Silver Flame. This action brings an end to the church at last, causing widespread destruction and death in the process.

It's up to the heroes to prevent this catastrophe from happening.

The Heroes' Pursuit

Selair d'Medani hires the heroes to track Tyken Roslof and his werewolf guards—a mission that takes them to four of the five nations. The following sections summarize the action in each nation.

Breland

Selair leads the heroes to the home of Sylvander Ezad Zylkroi, whom Selair suspects forged the documents that Roslof used to infiltrate the Wroat Exchequer. The heroes first make their way through Sylvander's mazelike lair, dealing with the gnome's guards along the way. Then they must overcome a series of traps protecting the forger's workshop. Finally, the adventurers encounter Sylvander. If captured, he reveals that Roslof planned to take the stolen gold to an old mansion in Karrnath. The heroes can attempt to persuade the gnome to forge some documents for them (or provide more information) in exchange for his life.

Karrnath

Selair and the heroes travel to the dilapidated mansion of Kassia ir'Revenor in the Karrnathi moors. After defeating her guards, the heroes discover Kassia on the second floor. In exchange for money and/or safety, Kassia reveals that she sold a pair of Khyber dragonshard daggers to Roslof, and that Roslof then departed for the tower of Mazius, a crippled war wizard. Selair confiscates the Brelish gold and departs to return it, but she beseeches the heroes to continue investigating Roslof's ultimate plan.

Aundair

The heroes travel to the tower of Mazius in Aundair. Upon infiltrating the wizard's tower, they discover that the crazed wizard is holding Alyphe Taskavina and her Silver Flame devotee compatriots prisoner. If the adventurers free the prisoners, Alyphe joins the party. The group must defeat and capture the wizard to learn where Roslof went next. Mazius does his best to avoid capture and destroys his own tower if he feels defeat is imminent.

Thrane

Alyphe travels with the party to Flamekeep, the capital city of Thrane. Roslof's plan has already come to fruition, so they find the city in chaos. Upon entering the Cathedral of the Silver Flame, they find demons on the loose and several faithful in need.

In the cathedral's central sanctuary, the heroes encounter Roslof, his werewolf allies, and the avatar of Bel Shalor. When the final battle commences, Jaela Daran, the Keeper of the Flame and any other devotees still in the church join in with the party to fight.

Important NPCs

During the adventure, the heroes interact with a number of interesting nonplayer characters, some of whom join them in their adventure.

Selair d'Medani

Selair is a female human inquisitive with House Medani. Because it's uncertain to what extent the King's Dark Lanterns have been compromised, the authorities have charged House Medani with leading the investigation into the stolen Brelish gold. She accompanies the heroes during the first half of the adventure.

Sylvander Ezad Zylkroi

Sylvander is a male gnome skilled in forgery who specializes in falsifying official documents. The gnome has no interest in Roslof's plan, but the shifter has paid well for his services. Wily and opportunistic, Sylvander will offer his services to anyone in exchange for profit or other benefits.

Kassia ir'Revenor

Kassia is an aging human half-Karrnathi, half-Cyran war widow who is intent upon restoring her noble house to greatness. Though austere and noble in bearing, she is more than a bit crazed.

Alyphe Taskavina

Alyphe is a female human paladin of the Silver Flame charged with hunting down members of the Dark Pack of Droaam. She joins the heroes when they release her from imprisonment in the tower of Mazius.

Mazius

Mazius is a one-armed male human wizard who has allied himself with Roslof to exact vengeance upon the Church of the Silver Flame. A member of the church severed the wizard's left arm during the Last War, and he hates the entire church because of this incident.

Jaela Daran

Jaela is an eleven-year-old human girl who serves as Keeper of the Flame in Flamekeep. In addition to her other tasks within the order, Jaela is directly responsible for keeping the flame safe. She is completely loyal to the church and aids the adventurers in defeating Roslof and Bel Shalor.

Tyken Roslof

Roslof is a male shifter—formerly a member of the King's Dark Lanterns. Overcome by anger at the Silver Flame's involvement in his brother's death, Roslof has focused solely on revenge for the past several weeks.

Quests

In addition to the experience provided by the combat and trap encounters in this adventure, the heroes can pick up and complete the following quests.

Minor Quest: Return the Daggers

7th-Level Minor Quest (60 XP/character)
The heroes complete this quest when they return Kassia's dragonshard daggers to her. In addition to the XP reward, they also earn an ally in Kassia, assuming that she returns her family to greatness one day.

Major Quest: Rescue the Prisoners

7th-Level Major Quest (300 XP/character)
The heroes complete this quest after they ensure the health and safety of Alyphe Taskavina and her Silver Flame devotee allies imprisoned in the tower of Mazius.

Major Quest: Bring Roslof to Justice

7th-Level Major Quest (300 XP/character)
The heroes complete this quest when they return Tyken Roslof alive to the King's Dark Lanterns in Breland. The party also receives a 10,000-gp reward for apprehending him. Delivering Roslof dead earns only 200 gp.

Treasure

Assign treasure appropriate for the party's level using the parcel technique of treasure distribution described in the *Rules Compendium* (page 298). Below are some options for treasure types and placement.

- Sylvander might offer treasure in exchange for his release, or he might have some stashed about his workshop or in his quarters.
- Kassia's guards might have treasure on their bodies, or she could have gold or magic items hidden around the lower level of her mansion.
- Mazius's tower might contain a number of magic items along with monetary treasure.
- Jaela might offer a reward if the heroes successfully re-bind the spirits in the Silver Flame.
- Tyken Roslof has a *hat of disguise*, which the heroes might acquire if they capture him.
- The stolen Brelish gold is not intended to be a source of treasure for the party. Selair plans to return all this gold to the Wroat Exchequer.

Running the Adventure

In this adventure, the heroes track Roslof's movements across Khorvaire and confront him and his allies in a final showdown in Flamekeep. The adventure is fairly linear, providing a narrative that follows Roslof's travels and reveals key elements of his plot as the heroes move from encounter to encounter.

At several points during the adventure, the heroes' choices may affect their immediate situation, as well as how certain aspects of the adventure play out later. If the players come up with a solution not described in the adventure text, run with it and adjust appropriately to create an engaging adventure that rewards creativity.

Companion NPCs

A number of nonplayer characters accompany the heroes at various points throughout this adventure. At the beginning of each act is a list of NPCs expected to be accompanying the party at that point.

Unless noted otherwise, companion NPCs serve as fully functioning members of the party, attacking enemies, providing healing, and so forth. Their presence is figured into the XP totals given for the various encounters. They don't gain any of the treasure you provide; treasure is for the heroes.

You may wish to have these NPCs play a lesser role during the adventure, and that's fine. Simply relegate them to the sidelines and have them come to the fore only if absolutely needed. If you use the NPCs in this manner, adjust the encounter XP appropriately.

If you choose to keep these NPCs in the mix all the time, consider printing out their stat blocks and letting one or more of your players run them to take the burden off your shoulders and provide your players with an additional challenge during the adventure.

Travel and Rests

At the beginning of Acts 2, 3, and 4, the heroes must travel many miles to reach the next encounters. During these travel periods, they can close the gap between themselves and Roslof.

Roslof and his allies are travelling on dragonhawks. If the adventurers travel by using lightning rail or elemental airship, they slowly catch up to Roslof and arrive in Flamekeep shortly after Roslof has performed his ritual. If the heroes dawdle, get sidetracked, or use a slower means of travel, they arrive in Flamekeep well after Roslof has finished his tasks there.

Use your best judgment to determine the exact situation in Flamekeep upon their arrival. If the heroes have moved quickly, the arrival of Bel Shalor's avatar has affected the Church of the Silver Flame and its immediate surroundings, and some chaos has spilled out into the streets. If they have been too slow, much more of the city is in chaos.

Beginning the Adventure

You can draw the heroes into this adventure in a number of ways. Below are three options, but you can invent others as well.

If you are running an ongoing campaign set in Eberron, you might find ways to set the stage for this adventure well in advance. Heroes affiliated with the Church of the Silver Flame might hear rumors of a disgruntled shifter petitioning the church for recompense for his brother's death. Heroes affiliated with House Medani might learn of Selair's sparkling reputation, or even meet her prior to this adventure.

Adventure Hooks

Below are three hooks that you can use to kick off the adventure.

The Heroes' Reputation

If the heroes have garnered a reputation as stalwart adventurers and discreet investigators, House Medani might already have heard of them. If so, Selair tracks the heroes down at their favorite local haunt in Wroat and makes her offer.

A Chance Encounter

The heroes might happen by Sylvander's shop on the streets of Wroat and notice a human woman (Selair) who appears to be casing the place. After a bit of roleplaying (and maybe a few skill checks to determine what she's up to), Selair hires them to aid her investigation.

A Hero's Background

If one of the heroes worships the Silver Flame or is affiliated with House Medani, Selair tracks the party down and enlists the aid of the hero in question, as well as his or her compatriots.

The Inquisitive's Offer

After Selair decides that she can trust the heroes and is prepared to make them an offer, she leads them to a secluded place, such as a hidden alleyway or a corner table in a quiet tavern.

When Selair addresses the party, read:

"My new friends, I am in need of your aid. I am tracking an ex-Dark Lantern shifter and malcontent named Tyken Roslof. Three days ago, Roslof broke into the Exchequer here in Wroat and stole 30,000 gold pieces. My house has charged me with recovering the gold.

"Additionally, the King's Dark Lanterns have offered 10,000 gold pieces as a reward for the return of Roslof to their custody—alive. My task is only to return the gold, but Roslof's capture would go a long way toward quelling some of the rumors of corruption within the King's Dark Lanterns."

Selair provides her House Medani credentials to the heroes. An in-depth examination (DC 12 Thievery check) reveals that her papers are genuine.

If the heroes express interest in her offer, Selair offers them 1,000 gp apiece to aid in her investigation and explains that she will deputize them as temporary agents of House Medani should they accept. Selair is willing to negotiate her initial monetary offer, but the maximum amount she can offer is 1,500 gp apiece.

In addition, she states that the heroes can keep any other monies or treasure they might come across while aiding her. At the same time, she makes it clear that they may not keep any of the stolen gold. As her agents, the heroes share her obligation to return the stolen gold to Wroat. If the team recovers 75 percent or more of the stolen Brelish gold, she is to return it to the Wroat Exchequer at that point and report on her findings.

Questioning Selair

If the heroes question Selair in more depth, she provides the following information in response to appropriate questions.

If the heroes ask about Roslof, read:

"Roslof was once a Dark Lantern, until the Church of the Silver Flame tortured and killed his brother. He petitioned the Church multiple times for redress but did not receive the justice he sought. So far, my investigation has revealed that Roslof has at least four compatriots aiding him—one of whom is a mage. What his ultimate intentions are, I have no idea."

Selair d'Medani

If the heroes ask why the Dark Lanterns aren't involved in the investigation, read:
"The government of Wroat is concerned about corruption within the Dark Lanterns and has hired House Medani to deal with this investigation instead."

If the heroes have more questions, provide them with additional details within the bounds of what Selair might actually know.

If the heroes accept Selair's offer, read:
Selair nods and says, "Roslof used forged papers to gain admittance to the exchequer's office. My questioning of the officials there has revealed that these papers were expertly forged. I suspect that a gnome named Sylvander Ezad Zylkroi prepared these documents for Roslof. We'll begin our investigation with him."

Selair provides the adventurers with a letter of marque from House Medani identifying each of them by name as agents of the house for this investigation

If the heroes are successful in their mission, this letter serves as a reminder of their aid to House Medani and might afford them preferential treatment from the house in the future. If one of the heroes is a member of House Medani, he or she earns acclaim among the members of the house and can call upon House Medani for even larger favors in the future.

Selair d'Medani

Selair is capable and ambitious. She has risen quickly through the ranks of House Medani because of her friendly demeanor and ability to put those she questions at ease.

Selair speaks with a kindness that masks an exceedingly perceptive mind. She addresses those with whom she comes in contact by their given names (as opposed to more formal titles) and freely offers up details about herself to create quick friendships with those she interrogates.

Selair d'Medani **Level 8 Striker**
Medium natural humanoid, human

HP 60; **Bloodied** 30 **Initiative** +7
Healing Surges 7; **Surge Value** 15 **Perception** +10
AC 23, **Fortitude** 20, **Reflex** 23, **Will** 19
Speed 6

Standard Actions

Short Sword (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 1d6 + 7 damage.

Repeating Crossbow (weapon) ✦ **At-Will**
Attack: Ranged 10/20 (one creature); +14 vs. AC
Hit: 1d8 + 7 damage.

Pointed Strike (weapon) ✦ **Encounter**
Attack: Ranged 10/20 (target); +14 vs. AC
Hit: 2d8 + 7 damage, and the target is dazed until the end of Selair's next turn.

Blinding Powder ✦ **Encounter**
Attack: Close blast 3 (creatures in the blast); +12 vs. Will
Hit: The target is blinded and slowed (save ends both).

Move Actions

Slippery Escape ✦ **Encounter**
Effect: Selair shifts up to half her speed, ignoring difficult terrain.

Skills Diplomacy +9, Insight +10
Str 10 (+4) **Dex** 16 (+7) **Wis** 13 (+5)
Con 13 (+5) **Int** 16 (+7) **Cha** 11 (+4)
Alignment good **Languages** Common, Elven
Equipment leather armor, short sword, repeating crossbow with 20 bolts, 3 doses of blinding powder

Act 1: Breland

Act 1 takes place in Sylvander's lair in Wroat. The encounters are designed for five heroes with Selair accompanying them. If the party has more or fewer heroes, adjust the number of monsters and/or traps as appropriate.

Sylvander's Lair

The gnome forger has carved a comfortable home out of the ground. It is just large enough to support Sylvander and his guards.

Navigation: Some of the rooms in Sylvander's lair are paired, with doorways connecting them. Not all, however, are accessible by mundane means. Although the rooms look relatively close to one another on the map, they are actually spread out over a one-block area.

Several magic paintings adorn the walls in various rooms. Refer to "Dimension Door Paintings," below, for more information on these magic doorways and how to use them.

Size: The entirety of Sylvander's lair is gnome-sized, so it is quite comfortable for Small creatures, but larger creatures find the rooms cramped. The furniture, too, is sized for Small creatures. As the heroes explore these chambers, remind them of how small everything is. Describe the construction as finely appointed and the furnishings as just a bit luxurious. Sylvander is affluent, but not filthy rich.

Dimension Door Paintings

Twelve magic paintings, constructed in matched pairs, adorn the walls of Sylvander's lair. Each pair of paintings connects two different rooms in the lair (noted on the map with the letters A–F, indicating which paintings are paired with one another). Most of the paintings are roughly five feet wide and five feet tall. The sole exception is the "B" pair, each of which

is ten feet wide and five feet tall. The bottom of each painting is six inches above the floor.

Each pair of paintings depicts the same scene, though from opposite points of view—as if the painter had crafted two paintings of the same vista, one looking north and the other looking south.

The contents of the paired paintings are described below. Refer to the letters keyed on the maps to determine which paintings connect to each other.

A: A Last War battlefield, showing soldiers and mages of various races clashing with each other.

B: A feywild forest featuring a gnome caravan.

C: An open field on a moonlit night.

D: A bustling city street.

E: A plain in the Shadowfell, featuring many undead.

F: The towers of Sharn, with people on flying carpets and winged mounts.

Each pair of paintings functions as a permanent *dimension door*. A creature need only step into one painting to exit from its twin in another room.

Activating a painting requires the creature to speak a password just before stepping into the painting. The step takes 1 square of movement.

Four different passwords activate different functions of the paintings, as described below.

- **"View" Password:** "Ses,"the Gnomish word for "eye," allows the speaker to see into the connected room for 1 minute.
- **"One Creature" Password:** "Ristil," the Gnomish word for "alone," allows only the speaker passage.
- **"Next Creature" Password:** "Chist," the Gnomish word for "enemy," allows passage of the speaker plus the next creature to step through the painting within the next 2 rounds. The gnome assassins use this password to lure lone enemies into other rooms and cut them off from their allies.
- **"Open Door" Password:** "Durel," the Gnomish word for "passage," allows passage of all creatures for the next 5 rounds.

The adventurers can overhear a password whispered by one of the guards with a DC 16 Perception check.

If the heroes investigate a painting, they can discern its nature with a DC 14 Arcana check. A DC 18 Arcana check reveals the "View" and "One Creature" passwords (and their effects). A DC 22 Arcana check reveals all the passwords and their effects.

Sylvander spent a significant amount of treasure to commission these paintings. Attacking a painting results in slight damage to the canvas and frame that repairs itself in seconds. The paintings cannot be dispelled or destroyed in any way. They cannot be removed from a wall to be repositioned elsewhere with any magic less powerful than a Create Teleportation Circle ritual.

Entering Sylvander's Lair

Selair leads the party to a small shop pinched between other, taller buildings on a main street. Checking the building reveals that the shop is closed and no one is inside.

Selair suggests that the group break into the shop. A DC 15 Thievery check gains the heroes admittance, and a DC 15 Perception check reveals a trap door in one of the back rooms. A tight spiral staircase leads down to room 1.

1. Vestibule

Combat Encounter Level 7 (1,800 XP)

This chamber constitutes the entrance to Sylvander's lair—which is a sort of magical maze.

Light: Bright magical light.

Monsters: 4 gnome assassins, 2 gremlin skulkers.

4 Gnome Assassins	Level 7 Skirmisher
Small fey humanoid	XP 300 each
HP 78; **Bloodied** 39	**Initiative** +9
AC 21, **Fortitude** 18, **Reflex** 20, **Will** 19	**Perception** +9
Speed 5	Low-light vision
Standard Actions	
⊕ **Katar** (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 8 damage, or 4d6 + 8 if the attack ended the gnome's *shade form*.	
Move Actions	
Shadow Step (teleportation) ✦ **At-Will**	
Requirement: The gnome must be adjacent to a creature.	
Effect: The gnome teleports up to 3 squares to a square adjacent to a different creature, and any mark on the gnome ends.	
Minor Actions	
Shade Form ✦ **Recharge** when first bloodied	
Effect: The gnome assumes a shadowy form that lasts until it makes an attack roll or until the end of its next turn. While in this form, it is insubstantial and has vulnerable 5 radiant. In addition, it can make Stealth checks to become hidden if it has any cover or concealment.	
Sustain Minor: The shadowy form persists until the end of the gnome's next turn.	
Skills Stealth +12	
Str 10 (+3) **Dex** 19 (+7) **Wis** 13 (+4)	
Con 14 (+5) **Int** 14 (+5) **Cha** 16 (+6)	
Alignment unaligned **Languages** Common, Elven	
Equipment leather armor, 2 katars	

When the heroes enter the vestibule, read:

This small vestibule features a single, open door leading to another room beyond. The ceilings here are just six feet above the floor and composed of heavy timbers. Closely fitted green tiles cover the floor, and the walls are constructed of fine masonry. A single large painting depicting an open field on a moonlit night adorns one wall. Light from an unseen source suffuses the area.

When the first hero steps on the floor in the vestibule, a magical alarm sounds in other areas of the lair, though the sound is not audible in the vestibule

2 Gremlin Skulkers	Level 7 Lurker
Small fey humanoid	XP 300 each
HP 64; **Bloodied** 32	**Initiative** +11
AC 21, **Fortitude** 18, **Reflex** 21, **Will** 18	**Perception** +6
Speed 6	Low-light vision
Traits	
☼ **Sabotaging Presence ✦ Aura** 5	
Each enemy within the aura takes a –5 penalty to skill checks.	
Shadow Sneak (illusion)	
While adjacent to any enemy, the skulker is invisible.	
Opportunistic Advantage	
The skulker deals 2d6 extra damage with opportunity attacks.	
Standard Actions	
⊕ **Claw ✦ At-Will**	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 4 damage. If the target moves away from the skulker before the end of its next turn, the target falls prone at the end of its move.	
Triggered Actions	
Gremlin Tactics ✦ At-Will	
Trigger: An enemy adjacent to the skulker misses it with a melee attack.	
Effect (Immediate Reaction): The skulker swaps positions with the triggering enemy.	
Shadow Skulk ✦ Encounter	
Trigger: An enemy adjacent to the skulker moves.	
Effect (Immediate Reaction): The skulker shifts 6 squares, moving with the triggering enemy as it completes the move. The skulker remains adjacent to the enemy during the move and must end the shift adjacent to the enemy.	
Skills Stealth +12, Thievery +12	
Str 13 (+4) **Dex** 19 (+7) **Wis** 17 (+6)	
Con 16 (+6) **Int** 16 (+6) **Cha** 14 (+5)	
Alignment chaotic evil **Languages** Common, Elven, Goblin	

or parlor. This alarm alerts Sylvander's guards that intruders have entered the lair.

A successful DC 16 Arcana check reveals the alarm enchantment, and a DC 18 Arcana or Thievery check deactivates it. After the alarm has sounded, however, the guards are on alert.

A single magic painting here leads to the dining hall.

Sylvander's Guards

If the heroes deactivate the magical alarm before triggering it, the guards are placed as described below, going about their daily activities. In this case, the heroes have a surprise round the first time they come into contact with one or more guards. Upon seeing the characters, the guards immediately speak an activation word that sets off an alarm audible to the guards in all the other rooms, negating the chance for future surprise rounds.

If the heroes trigger the alarm, the guards immediately move to intercept the intruders. For each round that the heroes spend investigating the vestibule and/or the parlor, each guard moves to the next connecting chamber by using doors or paintings. If the adventurers spend more than a few rounds investigating the vestibule and/or parlor, the guards have plenty of time to move into position. You can bring them into these rooms by using the paintings at any point you see fit.

Combat with the guards may range across multiple rooms (see "Tactics," below). Refer to the individual room entries for information on each chamber.

If the heroes defeat the guards but keep one alive, they can learn a few things from their captive. Under interrogation, a captured guard reveals that the ash root room contains roots that lash out at intruders, as well as some sort of magical mist. None of the guards provides any information about Sylvander.

Tactics: The gnome assassins serve as the "front line" in combat. They enter the room the heroes are in and attack with their katars, using *shadow step* to flit about the room. Whenever possible, a gnome assassin attacks an enemy who is near a painting, then shifts (or uses a full move if in *shade form*) to step through the painting, speaking the "Next Creature" password to let one enemy follow. After a lone enemy enters another room in this way, the assassin and the gremlin skulkers gang up on the hapless hero.

The gremlin skulkers wait for the gnomes to draw lone enemies into the other rooms where they wait. They become invisible using *shadow sneak* and move into flanking positions with their allies. The gremlin skulkers also use *shadow skulk* to keep up with fleeing enemies and *gremlin tactics* to reposition their foes.

If multiple heroes move to rooms into which the guards have lured lone characters, the guards continue to move between rooms to separate their foes from each other. All the guards avoid the ash root room, however, since the traps there can also affect them.

2. Parlor

Exploration Encounter
or Combat Encounter Level 7 (1,800 XP)

The parlor is where Sylvander entertains company, including certain clients.

Light: Bright magical light.

When the characters enter, read:

This sitting room is filled with several comfortable chairs and fine, mahogany tables. A silver tea set rests on a central table. Three paintings adorn the walls—one depicting a bustling city street, another a plain in the Shadowfell, and the third the towers of Sharn. The room has two doors; one in the south wall and one in the east.

The door to the south connects to the vestibule; the door to the east opens into a privy. The three paintings are magical (D, E, and F). Painting D leads to area 6, painting E to area 7, and painting F to area 3.

No guards start here.

3. Kitchen

Exploration Encounter
or Combat Encounter Level 7 (1,800 XP)

All food preparation for the complex occurs in the kitchen.

Light: Bright magical light.

When the characters enter the kitchen, read:
This room contains a small iron stove, several counters with shelves above them, and a central preparation table. Pots, pans, plates, silverware, and cooking utensils, most crusted with the remains of a meal, lie scattered about the counters. On the south wall hangs a painting depicting the towers of Sharn, complete with aerial traffic. The room has two doors; one in the south wall and one in the east.

The door in the south wall connects to the dining hall (area 4); the door in the east wall opens into a pantry. The painting is magical (F), and it connects to the parlor (area 2).

A single gnome assassin starts here. If the characters have not yet alerted the guards, he is busy tidying up after preparing a meal for his allies.

4. Dining Hall

Exploration Encounter
or Combat Encounter Level 7 (1,800 XP)

The guards take their meals in the dining hall.

Light: Bright magical light.

When the heroes enter the dining hall, read:
A long, cherry wood table with several matching chairs around it dominates this dining hall. In the north wall is a single door. On the west wall hangs a painting of a Last War battlefield, and on the opposite wall hangs another depicting a feywild forest with a gnome caravan. One more painting—a landscape of an open field on a moonlit night—takes up most of the south wall.

The door leads to the kitchen (area 3). The three paintings are magical (A, B, and C). Painting A leads to the guards' quarters (area 6), painting B to Sylvander's quarters (area 5), and painting C to the vestibule (area 1).

Three gnome assassins start here. If the characters have not yet alerted the guards, they are here, enjoying a meal.

5. Sylvander's Quarters

Exploration Encounter
or Combat Encounter Level 7 (1,800 XP)

Sylvander's personal quarters are well appointed but not opulent.

Light: Bright magical light.

When the characters enter, read:
Against the north wall is a beautiful, gnome-sized bed flanked by matching nightstands. A wardrobe and a large chest complete the furnishings. On the south wall hangs a painting of a feywild forest, with a gnome caravan merrily traversing its paths. The room has no doors.

All the furniture is made of solid mahogany, oiled to bring out its deep russet color. The magic painting (B) leads to the dining hall (area 4).

No guards start here.

Treasure: The heroes might discover some minor treasure here, at your discretion.

6. Guards' Quarters

Exploration Encounter
or Combat Encounter Level 7 (1,800 XP)

The guards' quarters are spare but functional.

Light: Bright magical light.

When the characters enter, read:
Several oak bunk beds and chests mark this room as a barracks. On the east wall hangs a painting depicting a Last War battlefield, and on the south wall hangs one of a bustling city street. The room has no obvious doors.

The two magic paintings (A and D) lead to the dining hall (area 4) and the parlor (area 2), respectively.

Two gremlin skulkers start here. If the characters have not yet alerted the guards, they are playing dice on the floor.

Treasure: The heroes might discover some minor treasure here, at your discretion.

7. Ash Root Room

Trap Encounter Level 7 (1,850 XP)

Sylvander's last bastion of defense is a room filled with multiple traps.

Perception DC 12: The character notices that the tangle of roots in one corner of the room writhes ever so slightly.

Perception DC 20: The character notices that the mist on the floor attempts to creep up his or her leg.

Light: Dim magical light.

When the characters enter, read:
This chamber looks quite different from the others in this complex. Packed earth teeming with small beetles and centipedes comprises the walls, floor, and ceiling. A musty odor pervades the room, and a light mist swirls over the floor. A tangle of ash-gray roots runs from floor to ceiling in each corner of the room. On the north wall, a wooden door sits in an iron frame built into the packed earth wall. On the south wall hangs a painting depicting a plain in the Shadowfell, with undead lurking here and there.

Sylvander has installed several traps to protect his workshop. The heroes must get through the door connecting this room to Sylvander's workshop (area 8) while dealing with these traps.

The magic painting (E) connects to the parlor.

4 Ash Trees **Level 9 Hazard**
Terrain XP 400 each

Detect Perception DC 12 **Initiative** +7
HP 100
AC 23, **Fortitude** 21, **Reflex** 14, **Will** –
Immune fire, necrotic, poison, psychic, forced movement, all conditions, ongoing damage (except cold)

Minor Actions

Contracting Branch (fire, necrotic) ✦ **At-Will**
Attack: Melee 3 (one creature grabbed by the tree); +12 vs. Fortitude
Hit: The tree pulls the target to a square adjacent to it, and the ongoing fire and necrotic damage increases to 10.

Triggered Actions

Burning Branch (fire, necrotic) ✦ **At-Will**
Trigger: A creature enters a square within 3 squares of the tree or starts its turn there.
Attack (Opportunity Action): Melee 3 (triggering creature); +12 vs. Reflex
Hit: 2d8 + 3 fire and necrotic damage, and the target is grabbed (escape DC 17). The target takes ongoing 5 fire and necrotic damage until the grab ends.

Countermeasures

✦ **Delay:** If the tree takes 15 or more cold damage from a single attack, it cannot use *burning branch* until after its next turn.

The Traps

The tangles of roots in each corner of this room are ash tree traps. The lunacy mist along the floor fills the entire chamber when activated.

The traps attack as long as any creature other than Sylvander is in the room. If the adventurers leave the room, the traps reset, though the ash trees don't regain any hit points when this happens.

The Workshop Door

The door connecting this room to Sylvander's workshop is made of thick, sturdy oak and set in an iron frame that is anchored firmly in the packed earth wall. Set into the door are three iron locks that secure it within the iron frame. Entering area 8 requires that the adventurers bypass the three locks, destroy the door, or break it down.

Bypassing each lock requires a DC 19 Thievery check (to pick the lock) or a DC 22 Athletics check (to pry the lock assembly from the door using a bladed weapon). All three locks must be overcome individually to open the door in this way.

The door has the following properties: AC 5, Reflex 5, Fortitude 10, 80 hit points. At 0 hit points or fewer, the door falls to pieces.

Lunacy Mist **Level 6 Hazard**
Terrain XP 250

Detect automatic **Initiative** –
Immune attacks

Traits

Lightly Obscured
Squares in the mist are lightly obscured.

Triggered Actions

Attack (poison) ✦ **At-Will**
Trigger: A creature starts its turn in the mist's space.
Attack (Opportunity Action): Melee 0 (triggering creature); +9 vs. Will
Hit: 1d8 + 4 poison damage, and the target is subjected to lunacy (save ends). Until the effect ends, the target rolls a d6 at the start of its turn before taking any actions to determine the mist's effects.
⚀ The target is stunned until the start of its next turn.
⚁ The target is dazed until the start of its next turn.
⚂ The target takes 5 poison damage and is slowed until the start of its next turn.
⚃ The target's first action this turn must be a basic attack or a charge against the creature closest to it. If no creature is within range, the target is dazed until the start of its next turn.
⚄ The target takes a -2 penalty to attack rolls until the start of its next turn.
⚅ No effect.

Countermeasures

✦ **Avoid:** Endurance DC 23. The target can make an Endurance check when entering the mist as a free action.
Success: The target gains a +4 bonus to Will against the mist until the end of the target's next turn.

The heroes can also break down the door with sheer strength. A character must succeed on a DC 22 Strength check (a standard action) to break down the door in one fell swoop.

When the heroes enter this room and the ash trees begin attacking, Sylvander hears them from his workshop and begins destroying evidence of his forgeries. He's panicky and loud, so all the heroes can hear him from beyond the door.

If the characters left any of Sylvander's guards alive in the previous encounter, you can introduce the survivor(s) to the mix here. The traps affect the guards just as they do the characters. Only Sylvander is immune.

The heroes must contend with the two ash trees on each side of the door to the workshop in any case. The lunacy mist affects everyone in the room.

8. Workshop

Roleplaying Encounter
or Combat Encounter Level 1 (200 XP)

The heroes encounter Sylvander in his workshop. If they gain the upper hand, they can press him for information on Roslof and where he took the gold.

Monster: Sylvander Ezad Zylkroi.

When the heroes enter, read:

Shelves containing all manner of books, scrolls, and bric-a-brac line the walls of this chamber. A broad, low desk covered in papers, inkwells, and quills stands near the far wall. A gnome dressed in fine clothing stands next to a blazing fireplace, his arms filled with papers. He tosses the papers into the fireplace, then turns and says, "I can make it worth your while if you stay your swords."

If the heroes approach with weapons drawn, Sylvander draws his short sword and brandishes it menacingly. Though he does his best to appear formidable, he realizes that he is outnumbered. If the

Sylvander Ezad Zilkroi

heroes continue toward him, he drops his short sword and attempts to bargain with them.

Regardless of how he deals with the heroes, Sylvander attempts to maneuver behind his desk as he talks. This position puts him close to his escape tunnel, which lies beyond a secret door behind the desk. After a character finds the door (DC 20 Perception check), he or she can open it without a check.

Sylvander doesn't know the heroes are investigating Roslof unless they tell him so. In fact, he doesn't recognize the name, because Roslof used an alias in their dealings. Only if they mention that they're looking for a male shifter with a lot of money does he connect the name with a face.

Questioning Sylvander

Sylvander offers up only as much information as is necessary to ensure his safety. The more the adventurers pressure him, the more information he provides. If threatened with death, he gives up everything he knows.

Sylvander knows the following pieces of information.

- A while back, a male shifter contracted Sylvander to forge identification papers for himself and five others. The contract specified that the papers both overcome scrutiny at the Wroat Exchequer and allow easy entrance into Flamekeep, the capital city of Thrane.
- The shifter had five guards with him. All six provided Sylvander their names for use in the documents, but he suspects that those names were aliases.
- Sylvander overheard two of the shifter's guards talking about traveling to meet with a Karrnathi noblewoman named Kassia ir'Revenor.
- Sylvander can describe the shifter in detail, including his equipment. He describes the guards as dirty, smelly men carrying large clubs.
- The shifter paid Sylvander 1,000 gp for each set of identification papers. If the adventurers press him for the return of this gold, he gives them a sack containing 6,000 gp.

Sylvander Ezad Zylkroi	**Level 5 Lurker**
Small fey humanoid	XP 200
HP 51; **Bloodied** 25	**Initiative** +10
AC 19, **Fortitude** 16, **Reflex** 18, **Will** 17	**Perception** +8
Speed 5	Low-light vision
Traits	
Reactive Stealth	
If Sylvander has cover or concealment when he rolls initiative, he can make a Stealth check to become hidden.	
Standard Actions	
Short Sword (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 4 damage, or 4d6 + 4 if Sylvander was invisible to the target when he attacked.	
Dagger (weapon) ✦ **At-Will**	
Attack: Ranged 10 (one creature); +10 vs. AC	
Hit: 2d4 + 5 damage, or 4d4 + 5 if Sylvander was invisible to the target when he attacked.	
Vanish from Sight (illusion) ✦ **At-Will**	
Effect: Sylvander becomes invisible until he hits or misses with an attack or until the end of his next turn.	
Triggered Actions	
Fade Away (illusion) ✦ **Encounter**	
Trigger: Sylvander takes damage.	
Effect (Immediate Reaction): Sylvander becomes invisible until he hits or misses with an attack or until the end of his next turn.	
Skills Bluff +10, Stealth +11	
Str 10 (+2) **Dex** 18 (+6) **Wis** 13 (+3)	
Con 15 (+4) **Int** 11 (+2) **Cha** 17 (+5)	
Alignment unaligned **Languages** Common, Elven	
Equipment leather armor, short sword, dagger	

Sylvander is willing to provide the party with similar identification papers if they agree to spare his life and not steal anything from him. Creating these papers takes two hours.

If the heroes treat Sylvander well and steal nothing from his workshop, they earn an ally they can call upon in the future.

If the heroes kill Sylvander or he escapes, they can learn the information in the first three bullet points above from Sylvander's private journal, located in his desk. Searching the workshop reveals a large sack containing 6,000 gp in Brelish coin.

Tactics: If pressed into combat, Sylvander uses *vanish from sight* or *fade away* to turn invisible as soon as possible. He then attempts to flee through the escape tunnel behind his desk.

Sylvander Ezad Zylkroi

Sylvander is quite the wily manipulator, but he has a strong sense of self-preservation and will do whatever he can to avoid death. He attempts to discern what might satisfy the intruders and provide them

with just enough information and/or treasure to keep himself alive. He speaks in long, eloquent sentences intended to impress others and mask any "tells" he might have.

Moving Forward

Selair knows that Kassia is a widowed Karrnathi countess, and that her family has fallen on hard times. She also knows Kassia's family estate on the Cyre-Karrnath border was destroyed during the Last War, though the family likely had other homes in Karrnath. She is confident that she can pinpoint where Kassia resides now by speaking to her contacts in Wroat.

Act 2: Karrnath

After the party deals with Sylvander and gains the information needed to proceed, Selair contacts her informants in Wroat. From them, she discovers that Kassia ir'Revenor has been residing at her family's only remaining country estate for the past several months. This small mansion stands on the Karrnathi moors just north of Vedykar, which is easily accessible by lightning rail.

Act 2 assumes a party of five heroes, plus Selair. If more or fewer heroes are present, adjust the number of monsters appropriately.

During this act, play up the spookiness of the location. What was once a beautiful country home is now a dilapidated building filled with the odor of decay and death.

Approaching the Mansion

Kassia's mansion lies 10 miles north of Vedykar, at the end of an overgrown road that has seen better days.

As the heroes approach the mansion, read:

An old stone mansion, surrounded by tall grasses and sedges, juts up from the peaty earth. The building's walls are weathered smooth, and the windows are boarded up from the inside. The peaked shake roof is in disrepair, sporting several holes around which dozens of ravens congregate.

If the heroes want to explore the building's exterior, let them. They discover that the building is sturdy, though badly in need of repair.

Although the windows are boarded up, the adventurers can still peek through the gaps between boards to view the interior. At your discretion, the heroes might spot Kassia or one of her undead guards while peering inside. For example, a watcher might glimpse a skeletal form leaving a room, or spot the writhing blackness of a shadow strangler lying within a mundane shadow cast by a nearby brazier.

The furniture is made from fine woods and upholstered with expensive brocade, but it shows signs of rot. The occasional chair or table lies on its side, broken. Paintings and tapestries adorn the walls, but years of neglect have rendered them worthless.

Braziers and candles provide fitful light in various rooms, creating flickering shadows that play along the floor and walls. Sounds echo along the stone walls and tile floors.

Kassia ir'Revenor and Her Family

Kassia was born to a Cyran noble house some fifty years ago. At the age of fifteen, her family married her off to Belster ir'Revenor, a Karrnathi count, as a ploy to bolster her Cyran family's prestige and secure a healthy trade agreement between the two nations.

She took up residence with her new husband on the Karrnath-Cyre border and bore three sons in succession, followed by a daughter named Eliiz.

In the waning years of the Last War, all three of her sons were killed in the span of six months. She mourned each of them individually and placed their bodies in mausoleums at her estate on the border.

Just when Kassia believed her sorrow couldn't become any greater, Belster died in battle. She interred him in the ir'Revenor family crypts and mourned at his side for a full month. During this period, her daughter Eliiz committed suicide in despair at the loss of her father.

Kassia's mind shattered at the loss of her family, and she cloistered herself in her home for months. She pored over texts that her family had accumulated over several generations. In time, she discovered a tome written by a priest of the Blood of Vol and recited a ritual from its pages to raise the remains of her family and restore her happiness.

The remains of Kassia's husband, sons, and daughter rose as Karrnathi skeletons. Her vassals learned of her fell deeds and burned her home to the ground in recompense for her blasphemy. Kassia led her undead

family to one of their country estates, where they reside now.

Kassia is quite mad. She treats the skeletons as if they were still members of her family, going so far as to call them by name, prepare place settings for them at dinner, and tuck her daughter into bed each night.

Her misguided attempt to keep her family "alive" has bankrupted her. The country mansion she calls home has fallen to pieces for lack of upkeep. The last of her loyal servants abandoned her months ago.

A few days ago, Tyken Roslof arrived at her dilapidated mansion and bought her twin Khyber dragonshard daggers, giving her enough gold to, she believes, restore her home and family to greatness.

Exploring the Mansion

After the heroes have entered the mansion, let them explore as they see fit. If they listen quietly, a DC 15 Perception check reveals the slow footsteps of someone (or something) in the house. The stone walls and tiled floors cause sounds to echo, making them difficult to pinpoint. A DC 20 Perception check reveals the direction of the footsteps. Adjust these DCs as you see fit to move the action along.

If the characters investigate the ground floor, they might come upon one of the Karrnathi skeletons. Some of the first floor room descriptions provide a hook for introducing a skeleton guard, which you can use if you wish. If the heroes try to explore the entire first floor before proceeding upward, make sure that they encounter at least one of the skeletons. They're not hiding, just lurking in different rooms.

If you introduce a skeleton on the ground floor, it doesn't attack immediately. Instead, it simply looks at the party, then turns and walks into the lower grand hall (area 2), where it begins to slowly ascend the stairs. If the heroes follow, combat begins when they begin to ascend.

If the heroes corner a skeleton away from the grand hall, let them kill it if you wish. If you want

to challenge them further, you can bring the other skeletons and the shadow stranglers (all described in Room 2) to bear at this alternate location. This said, the grand hall is the most interesting and evocative place for a fight with these undead guardians.

1. Vestibule

Exploration Encounter

The vestibule is the entryway of the mansion.

Light: None.

When the characters enter the vestibule, read:
This small room is empty except for a thin layer of dust on the floor. A set of carved wooden double doors is set into the north and the south wall.

The inner doors are unlocked, but closed.

2. Lower Grand Hall

Combat Encounter Level 10 (3,000 XP)

This large, open chamber features a grand staircase. The heroes encounter Kassia's guardians while attempting to climb these stairs to the second floor.

Light: Dim light from braziers.

Monsters: 3 Karrnathi skeletons, 3 shadow stranglers.

When the heroes enter the grand hall, read:
From the center of this great hall, a magnificent staircase ascends to the second floor. Booted footprints in the thick dust on the floor provide evidence of recent traffic through this chamber, leading to and from several wooden doors. A granite colonnade supports an overlooking balcony walkway above.

If the heroes begin to ascend the stairs, the creaking of the wooden steps calls Kassia's undead guardians to attack. When combat begins, the skeletons and shadow stranglers enter from all sides, as well as above and below, potentially trapping multiple heroes on the stairs.

Though the staircase looks sturdy, it is in dire need of repair. Any creature (including the heroes, Selair, and the skeletons, but not the shadow stranglers) must make a Reflex saving throw for every 3 squares moved up or down the stairs at full speed. Failure results in the floorboards or a railing giving way, causing the creature to fall to the floor below. If a creature travels at half speed while on the stair, no saving throw is required.

Tactics: The Karrnathi skeletons attack the nearest enemies with their scimitars. They use *razor storm strike* to attack multiple foes whenever possible. If close to a hero who approaches the study (where Kassia resides), the skeleton focuses its next round of attacks on that hero.

The shadow stranglers attack from afar with *blinding shadows*, favoring enemies who can't reach them easily. They use *strangling darkness* on enemies who attempt to retreat, and they use *devouring dark* as soon as they can catch at least two enemies in the burst.

3. Dining Hall

Exploration Encounter

Kassia dines here alone every day, though she believes that her family is with her.

Light: Dim light from a pair of candelabras on the dining table.

When the heroes enter the dining hall, read:
A large, polished mahogany table surrounded by six sturdy mahogany chairs dominates the center of this room. In the corner stands a stone statue of an older man in full noble regalia. The ceiling hangs twenty feet above the floor, and a balcony overlooks the chamber from the second floor.

3 Karrnathi Skeletons **Level 11 Skirmisher**
Medium natural animate (undead) XP 600 each

HP 110; **Bloodied** 55 **Initiative** +13
AC 25; **Fortitude** 23, **Reflex** 25, **Will** 21 **Perception** +12
Speed 6 Darkvision
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Standard Actions

⊕ **Scimitar** (weapon) ✦ **At-Will**
Attack: Melee (one creature); +16 vs. AC
Hit: 1d8 + 9 damage, or 1d8 + 17 on a critical hit, and the target is marked until the end of the skeleton's next turn.

⸸ **Razor Storm Strike** (weapon) ✦ **At-Will**
Effect: The skeleton uses *scimitar* twice. It can shift 1 square before, between, or after the attacks.

⊕ **Eviscerating Slash** (weapon) ✦ **Encounter**
Attack: Melee (one creature); +16 vs. AC
Hit: 2d8 + 9 damage, or 1d8 + 25 on a critical hit, and ongoing 10 damage (save ends).

Triggered Actions

⸸ **Bone Dance** (weapon) ✦ **At-Will**
Trigger: A marked enemy willingly leaves a square adjacent to the skeleton or makes an attack that does not include the skeleton as a target.
Effect (Immediate Reaction): The skeleton can shift 1 square and use *scimitar* against the triggering enemy.

Str 18 (+9)	**Dex** 22 (+11)	**Wis** 14 (+7)
Con 14 (+7)	**Int** 11 (+5)	**Cha** 8 (+4)

Alignment evil **Languages** Common
Equipment scale armor, tattered uniform, 2 scimitars

On the table are two lit candelabras and six place settings of fine china and silverware. One set is smeared with a bit of food from a recent meal; the others are clean.

The statue in the corner depicts Belster Ir'Revenor. The place settings are for Kassia and her family. She keeps the clean sets on the table at all times, for her dead husband and children.

3 Shadow Stranglers	Level 9 Artillery
Medium shadow humanoid	XP 400 each
HP 53; **Bloodied** 26	**Initiative** +8
AC 23, **Fortitude** 18, **Reflex** 21, **Will** 22	**Perception** +6
Speed 8	Darkvision
Resist insubstantial; **Vulnerable** 5 radiant	

Traits

Born of Shadows

The strangler can make a Stealth check to become hidden when it has concealment instead of needing total concealment.

Standard Actions

Shadowy Touch (necrotic) ✦ **At-Will**

Attack: Melee 1 (one creature); +12 vs. Reflex

Hit: 2d6 + 5 necrotic damage, and the strangler becomes invisible to the target until the end of the strangler's next turn.

Blinding Shadows (necrotic) ✦ **At-Will**

Attack: Ranged 10 (one creature); +14 vs. Reflex

Hit: 2d6 + 5 necrotic damage, and the target cannot see anything more than 3 squares away from it until the end of the strangler's next turn.

Strangling Darkness (necrotic) ✦ **Recharge** ⚄ ⁞⁞

Attack: Ranged 10 (one creature); +14 vs. Fortitude

Hit: The target is restrained and takes ongoing 15 necrotic damage (save ends both).

Devouring Dark (necrotic) ✦ **Encounter**

Attack: Area burst 2 within 10 (enemies in burst); +14 vs. Reflex

Hit: 1d10 + 7 necrotic damage, and the target is blinded until the end of the strangler's next turn.

Miss: Half damage.

Skills Arcana +10, Stealth +13

Str 12 (+5)	**Dex** 19 (+8)	**Wis** 14 (+6)
Con 17 (+7)	**Int** 12 (+5)	**Cha** 19 (+8)

Alignment evil **Languages** Common

4. Kitchen

Exploration Encounter
or Combat Encounter Level 1 (600 XP)

Kassia cooks her own meals in this kitchen, but she is unused to cleaning up.

Light: None.

When the characters can see the room, read:
Someone has been preparing food here recently. Food scraps litter a long wooden table in the center of the room, and the counters lining the east, west, and north walls are cluttered with finely crafted utensils, pots, bowls, and the like. On the far wall stand a small cook stove and cooking fireplace.

If the characters check the stove and fireplace, both are still warm from recent use.

If you wish to introduce a wandering skeleton, you can place one here, preparing to move on to the next room as it performs its guard duties.

5. Pantry

Exploration Encounter

This small chamber houses the mansion's food stores.

Light: None.

When the characters can see the room, read:
Two walls in this small room are lined floor-to-ceiling with shelves. The shelves contain only a handful of edibles—some stale bread, some moldy cheese, a few unopened bottles of cognac, and a rotting, maggot-riddled coney.

6. Servants' Quarters

Exploration Encounter

These chambers once housed the mansion's servants.

Light: None.

When the characters can see either room, read:
Simple beds and chests are the only furnishings here. No linens cover the mattresses, and a thick layer of dust has settled over the room's contents and the floor.

The chests are empty—the servants took all their belongings with them when they left.

7. Parlor

Exploration Encounter
or Combat Encounter Level 1 (600 XP)

This room was once a finely-appointed sitting room filled with comfortable, upholstered chairs and hung with expertly-crafted tapestries.

Light: None.

When the characters can see the room, read:
Upholstered chairs surround a small, round serving table in this circular chamber. Near the door stands another small table bearing an empty crystal decanter and glasses. Tapestries made of rich fabric line the walls. A thick layer of dust covers the furniture, but the passage of some bipedal creature has recently disturbed the dust on the floor.

The tapestries are mostly in good condition, but the chairs are host to a plethora of weevils and other insects who feast upon the upholstery.

If you wish to introduce a wandering skeleton, you can place one here, preparing to move on to the next room as it performs its guard duties.

8. Gallery

Exploration Encounter

This room houses Kassia's small art collection.

Light: Dim, flickering light from two braziers on the inner walls.

When the characters enter this chamber, read:
Two braziers provide fitful light for this small gallery. On the walls hang paintings of various sizes, including six portraits and several landscapes of average quality. Five of the portraits have been slashed diagonally with a sharp object and now hang tattered in their frames.

The six portraits depict Kassia and the members of her (now-undead) family. Kassia's is the only one still intact. The skeletons slashed the portraits of their former selves, based on a strange, mystical understanding that the artworks did not depict them as they are now.

9. Library

Exploration Encounter

The mansion's library boasts a fine collection of books.

Light: Dim light from a lantern on the table.

When the characters enter this room, read:
Bookshelves filled with books and scrolls line the walls of this nearly octagonal chamber. On a long wooden table in the center of the room is a lit lantern and a single book, which lies open in front of one chair.

The book is an untitled tome penned by a priest of the Blood of Vol. The volume lies open to the ritual that Kassia used to raise her family. A DC 15 Religion or Arcane check reveals the nature of this ritual.

10. Upper Grand Hall

Exploration Encounter

The second floor is accessible from the staircase in the lower gallery (area 2).

Light: Dim light from braziers.

When the characters ascend the stairs, read:
This central portion of this area is open to the lower hall below. A balcony/walkway bounded by wooden railings surrounds the space, and braziers placed at intervals along the walkway provide dim light. Several closed wooden doors stud the outer wall.

11. Master Bedroom

Exploration Encounter

The first character to enter disturbs the ravens in the rafters (see "The Raven Roosts").

Light: Dim light from holes in the ceiling or none, depending upon the time of day.

When the characters can see the room, read:
An ornate four-poster bed made up with fine linens and fluffy pillows dominates this bedchamber. A pair of nightstands, a desk and chair, and a large double-door wardrobe complete the furnishings.

If the heroes investigate the bed carefully, a DC 13 Perception check reveals two body-shaped depressions in the thick mattress—one adult-sized and the other much smaller. Kassia sleeps here with her undead daughter every night.

The Raven Roosts

The first adventurer who enters the master bedroom disturbs a flock of ravens roosting in the rafters above. The ravens panic and take flight, filling this room and the upper level of the grand hall. The hero who first opened the door leading into the master bedroom takes 5 damage as the panicked, pecking birds flee through the doorway.

Every creature in the bedroom and upper grand hall takes a –2 penalty to attack rolls and Perception checks for the next 2 rounds, because of the distraction the ravens pose as they flutter about. After that time, the majority of the ravens have either escaped the mansion through the dilapidated roof structure or fled to other parts of the second floor.

The ravens have grown accustomed to Kassia and her undead servitors, so their presence does not panic the birds.

12. Private Bath Chamber

Exploration Encounter

This chamber is attached to Kassia's bedroom.

Light: None.

When the characters can see the room, read:
This room contains a large bathtub filled halfway with murky water. A small table supports a metal basin, also filled halfway with dirty water.

13. Bedroom

Exploration Encounter

These chambers are bedrooms for Kassia's children.

Light: None.

When the characters can see the room, read:
This bedchamber contains a bed, a pair of nightstands, and wardrobe, all expertly crafted from cherry wood and adorned with woodland traceries.

The three bedrooms have identical furnishings. The bedroom between the music room and study was Eliiz's room. The smallest bedchamber belonged to Kassia's eldest son, and her two younger sons shared the remaining room. The wardrobes contain clothing sized appropriately for Kassia's children.

14. Bath Chamber

Exploration Encounter

This bath adjoins one of the children's bedrooms.

Light: None.

When the characters can see the room, read:
This small room contains a small table with an empty wooden basin. A large bathtub with a few inches of brackish water in it stands next to the table.

Kassia ir'Revenor	Level 5 Controller (Leader)
Medium natural humanoid	XP 200
HP 60; **Bloodied** 30	**Initiative** +3
AC 17; **Fortitude** 16, **Reflex** 17, **Will** 18	**Perception** +3
Speed 6	
Traits	
Protected	
While Kassia is adjacent to an ally, she has a +2 power bonus to all defenses.	
Standard Actions	
⊕ **Longsword** (weapon) ✦ **At-Will**	
Attack: Melee (one creature); +10 vs. AC	
Hit: 2d8 + 3 damage.	
⊹ **Appoint Champion** ✦ **At-Will**	
Effect: Close burst 10 (one ally in the burst); the target makes a basic attack as a free action and can shift 1 square before or after the attack.	
⊹ **Inspirational Authority** ✦ **Encounter**	
Effect: Close burst 10 (one ally in the burst); the target uses one at-will, encounter, or recharge attack power as a free action.	
⊹ **Urge Hesitation** (charm) ✦ **Encounter**	
Attack: Close burst 5 (one enemy in the burst); +9 vs. Will	
Hit: The target cannot take a standard action during its next turn.	
Skills Diplomacy +10, Insight +8, Intimidate +10	
Str 12 (+3) **Dex** 12 (+3) **Wis** 12 (+3)	
Con 12 (+3) **Int** 14 (+4) **Cha** 16 (+5)	
Alignment unaligned **Languages** Common	
Equipment longsword	

15. Music Room

Exploration Encounter

Kassia believes she is musically inclined and sometimes works here on her compositions.

Light: None.

When the characters can see the room, read:
This circular room contains several comfortable-looking, upholstered chairs and two small tables, plus a violin and several horns. On one of the tables lies a small sheaf of yellowed paper.

Kassia ir'Revenor

The chairs are now home to a multitude of insects feasting on the fine brocade upholstery. Written on the paper are the scribbled verses of a song Kassia has written, describing how her family members died years ago and how she heroically returned them to life using powerful arcane words.

This room is also host to a flock of ravens (see "The Ravens Roost" in area 11 for details).

16: Study

Roleplaying Encounter or Combat Encounter (Level Variable)

The heroes eventually find Kassia, as well as her remaining undead guards, in her study. They can parlay with her or they may have to fight, depending on how they approach the war widow.

Perception DC 16: The hero notices that the smaller skeleton is in pristine condition, as if someone has washed it regularly. (This skeleton is the remains of Kassia's daughter, and the widow has always doted over her little girl.)

Perception DC 20: The hero overhears the owl whispering to Kassia, saying, "Are we expecting guests, my Lady?" in Common.

Light: Bright light from braziers on several walls.

Monsters: Kassia ir'Revenor, 2 Karrnathi skeletons.

When the heroes enter the study, read:
This room is in good repair, unlike the rest of the mansion. Several cherry wood bookshelves filled with books line the walls. In the middle of the room stands an oversized cherry wood desk with a large, comfortable chair behind it. A middle-aged woman with graying hair sits in the chair examining some of the papers strewn over the desk. Two skeletons stand guard, one to either side of her. One of the skeletons is smaller than the other and dressed in a tattered gown rather than armor. Flames from a trio of silver braziers along the walls fill the room with a flickering glow. On a stand hangs a wrought-iron cage decorated with golden accents, and inside it perches an owl, preening its feathers.

Parlaying with Kassia

If the adventurers approach Kassia with weapons sheathed and offer kind words, the war widow orders the skeletons (her husband and daughter) to stand down and waits for the heroes to speak.

If the characters parlay with Kassia, run this encounter as a roleplaying challenge. Selair lets the heroes take the lead in questioning the widow as a way to judge their investigative skills. If she sees them neglecting to ask obvious questions, however, she interjects. Selair intends to let Kassia go free as long as she cooperates; the inquisitive is more interested

2 Karrnathi Skeletons	Level 11 Skirmisher
Medium natural animate (undead)	XP 600
HP 110; **Bloodied** 55	**Initiative** +13
AC 25; **Fortitude** 23, **Reflex** 25, **Will** 21	**Perception** +12
Speed 6	Darkvision
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant	
Standard Actions	
⊕ **Scimitar** (weapon) ✦ **At-Will**	
Attack: Melee (one creature); +16 vs. AC	
Hit: 1d8 + 9 damage, or 1d8 + 17 on a critical hit, and the target is marked until the end of the skeleton's next turn.	
⸸ **Razor Storm Strike** (weapon) ✦ **At-Will**	
Effect: The skeleton uses *scimitar* twice. It can shift 1 square before, between, or after the attacks.	
⊕ **Eviscerating Slash** (weapon) ✦ **Encounter**	
Attack: Melee (one creature); +16 vs. AC	
Hit: 2d8 + 9 damage, or 1d8 + 25 on a critical hit, and ongoing 10 damage (save ends).	
Triggered Actions	
⸸ **Bone Dance** (weapon) ✦ **At-Will**	
Trigger: A marked enemy willingly leaves a square adjacent to the skeleton or makes an attack that does not include the skeleton as a target.	
Effect (Immediate Reaction): The skeleton can shift 1 square and use *scimitar* against the triggering enemy.	
Str 18 (+9) **Dex** 22 (+11) **Wis** 14 (+7)	
Con 14 (+7) **Int** 11 (+5) **Cha** 8 (+4)	
Alignment evil **Languages** Common	
Equipment scale armor, tattered uniform, 2 scimitars	

in recovering the gold than in hauling in a crazy old widow.

Kassia is difficult to interrogate. She is easily distracted and has to be guided back on track regularly.

To further complicate matters, Kassia considers the skeletons in the mansion to be her fully human family members. Early in the conversation, she asks after the well-being of her sons (the three skeletons the heroes encountered earlier). If the heroes are foolish enough to tell her that they have killed the other inhabitants of the mansion, Kassia becomes very agitated and starts calling them murderers. If the heroes say they killed some skeletons, she doesn't know what they're talking about.

If the heroes roleplay well enough with Kassia to learn what they need to know, award them some additional experience. If they fall back on skill checks, require that they succeed on several moderate DC skill checks (primarily Diplomacy, Bluff, and Insight) to get the information they seek. If the adventurers fail a few checks, increase the DCs of the skill checks by a few points. If they continue to fail their skill checks, or if Kassia becomes further agitated, she grows angry and orders the skeletons to attack. She also calls for her sons (the other three skeletons the heroes might have already dealt with). If any of the skeletons from earlier are still alive, they come to the study and join the fray at the end of the second round of combat.

If the heroes work through Kassia's insanity, she provides them with the following information.

- ✦ A wizard named Mazius came to her home more than a week ago to arrange the sale of her Khyber dragonshard daggers to his friend Tyken Roslof. She reluctantly agreed to sell the daggers.
- ✦ Roslof came to her a few days ago with five guards in tow and paid her 20,000 gp for the daggers. She hopes to use the gold to repair her home and restore her family to prominence.
- ✦ The daggers were initially a gift to Kassia's father from a Cyran wizard named Eljistil, under whom Mazius apprenticed many years ago. The weapons were her father's most prized possessions, and he bequeathed them to Kassia upon his death a decade ago.
- ✦ While Roslof was her guest, Kassia overheard one of his guards tell him that a group of Silver Flame devotees had tracked the guards to Mazius's tower a short while back, and that they and Mazius had captured and imprisoned these pursuers in the tower.
- ✦ Upon receiving the daggers, Roslof and his guards departed for Mazius's tower on a flight of dragonhawks. Before Roslof left, she overheard him telling one of his guards, "I want to question the Silver Flame devotees before I avenge my brother."

Selair wants the Brelish gold returned. The war widow resists at first, because she very much needs the gold to fix and resupply her crumbling mansion. When Selair or one of the heroes informs her that the gold is stolen, however, she reluctantly acquiesces and produces two *bags of holding* from the cabinet beneath her owl's cage. Each bag contains 10,000 gp.

If the adventurers give her money or treasure totaling 5,000 gp or more as recompense for what has transpired, they gain an ally they can call upon in the future.

Combat with Kassia and Her Guards

If the heroes rush in with weapons drawn, the skeletons move to intercept them and Kassia crouches behind her desk. Combat might also erupt if the heroes anger Kassia during their talks.

Tactics: The skeletons attack the nearest enemy with their scimitars. They use *razor storm strike* to attack multiple foes whenever possible. They seek to protect Kassia, even if it means provoking opportunity attacks. Kassia uses *appoint champion* to give extra attacks to the larger skeleton (her husband). She also uses *inspirational authority* to give her husband's skeleton an additional use of *eviscerating slash*.

The first time an attack hits the smaller skeleton, Kassia shrieks in anger and tries to protect her daughter, attacking with her *longsword*. If the smaller skeleton is destroyed, Kassia immediately stops attacking and begs for her life, falling to the floor and sobbing.

Shrikik, Magebred Owl

Shrikik is Kassia's only remaining friend. He was a wedding gift from Kassia's mother years ago.

Kassia and Shrikik have been close for many years, though the owl knows Kassia is something of a lost soul. If Kassia dies, Shrikik offers all the information Kassia knew in exchange for release from his cage and the promise that the party will return the daggers to Kassia's closest living relative, a cousin named Dornal.

Shrikik is inquisitive and friendly. He speaks in formalities and expects respect from others, which he returns in kind.

Act 3: Aundair

If the characters failed to recover the stolen gold, Selair continues with her mission until she does so.

After she has most of the stolen gold, Selair considers her investigation at an end. She departs to return the gold to Wroat but urges the party continue on Roslof's trail. She believes the shifter is up to no good and someone must stop him.

Selair reminds the heroes that they are still temporary agents of House Medani. If they recover the remaining gold, they must bring it to her in Wroat. If Selair discovers that the heroes have kept the gold for themselves, they earn her ongoing ire, and that of House Medani.

Kassia (or her owl) provided the party with directions to Mazius's tower at the end of act 2. The heroes can travel from Vedykar to Fairhaven by using lightning rail or charter an elemental airship to make the trip.

The events of act 3 assume a party of five heroes, plus a paladin of the Silver Flame who joins the group partway through their mission in Aundair. If the party has more or fewer heroes, adjust the number of monsters appropriately.

The Floating Tower

The Tower of Mazius rests atop an earth mote floating fifty or so feet above the ground. It is located a few miles east of Fairhaven, near some cliffs.

When the heroes arrive at Mazius's tower, read:
A small earth mote, roughly eighty feet across and thirty feet tall, floats thirty feet above the ground. Atop the earth mote stands a peculiar tower that is considerably narrower at the base than at the top. Because the tower's walls are constructed of granite masonry laid and joined haphazardly, the entire structure appears unstable. The only apparent point of entrance is a lone door at the base of the tower; no windows or balconies are visible.

Getting onto the earth mote requires three DC 13 Athletics checks with a rope and grapple.

As the adventurers explore the tower, describe everything as poorly constructed, ramshackle, and mismatched. Mazius built this tower years ago using stone, metal, and wood scavenged from other places and cobbled together. He didn't bother with proper construction techniques; he simply used his dragonshard to tie the components together magically. The construction of the tower reflects the wizard's mind and body, both of which are broken in some respect.

1. The Guardian Door

Roleplaying Encounter
or Combat Encounter (Level Variable)

The door to the Tower of Mazius is a sentient magic guardian. The heroes must bypass it to gain entry to the tower.

Light: Based on time of day.

Allow the heroes to survey the base of the tower and the earth mote as they see fit.

Climbing the Tower

The events of this section assume that the heroes enter through the door on the lowest level of the tower. Clever, well-equipped adventurers might wish to look for another entrance.

Climbing the tower is difficult, despite its ramshackle masonry construction, which provides plentiful handholds. Because each higher level overhangs the one below it, climbing from one level to the next requires a DC 25 Athletics check.

Heroes who climb to the top level might discover another way into the tower. The uppermost level houses Mazius's wing of trained dragonhawks. To allow easy exit on the backs of the dragonhawks, the wizard incorporated several ten-foot-wide by ten-foot-tall openings into this level, as indicated on the map.

A permanent illusion covers each opening, making it look like the rest of the tower—ramshackle and mismatched masonry. A successful DC 22 Arcana check made within ten feet of an illusion reveals the effect for what it is.

The tower roof is flat and without entry points.

Entering through the Door

A magical security system guards the door.

When the heroes approach the door, read:
An illusion of a warforged face appears on the sturdy metal door and speaks. "Who goes there? Identify yourselves or leave. This is your only warning."

If the heroes don't identify themselves, the door attacks. Additionally, unknown to the heroes, an alarm sounds within the tower, alerting Mazius and his guards of intruders.

If the heroes identify themselves, the door asks them what business they have with its master. This encounter then becomes a roleplaying challenge, with the heroes trying to convince the door to admit them.

At this point, the heroes know at least a little about Mazius, including a basic physical description and the fact that he is a wizard. They should be able to use this information to concoct a story to fool the door. They might also refer to Mazius's affiliation with Roslof and his guards as a basis for a story.

If the heroes claim that they are members of the Church of the Silver Flame, the door immediately allows them entry. Mazius programmed the door to allow Silver Flame devotees to enter and has forgotten to revoke this change.

Make the roleplaying challenging, but not impossible. The door asks many questions, requesting more detail on the heroes' previous responses to ferret out lies. If you think the heroes have roleplayed well and told a convincing story, the door opens. Award the party some additional experience for roleplaying.

Dragonhawk	**Level 8 Brute**
Large natural beast (mount)	XP 350
HP 108; **Bloodied** 54	**Initiative** +4
AC 20; **Fortitude** 22, **Reflex** 19, **Will** 20	**Perception** +11
Speed 3, fly 12	Low-light vision
Traits	
Uncanny Instincts (mount)	
If the dragonhawk is mounted by a friendly rider of 8th level or higher, the rider rolls initiative twice and uses the higher result. In addition, the rider gains a +2 power bonus to Perception checks.	
Standard Actions	
⊕ **Claws** (natural) ✦ **At-Will**	
Attack: Melee (one creature) +11 vs. AC	
Hit: 2d8 + 10 damage, and the dragonhawk can slide the target 1 square.	
Str 23 (+10) **Dex** 11 (+4) **Wis** 14 (+6)	
Con 18 (+8) **Int** 2 (+0) **Cha** 6 (+2)	
Alignment unaligned **Languages** –	

If the heroes don't roleplay their way past the door, but insist on entry, the door attacks.

If the heroes fall back on skill checks, they must make a series of Bluff and/or Diplomacy checks. The base DC for such checks is 15. The party must succeed at three consecutive Bluff and/or Diplomacy checks to gain admittance. Each time they fail one of these checks, the door grows more wary, and the DC for subsequent checks increases by 2. Any attempt to intimidate the door increases the DC by 2. If the DC reaches 21 and the heroes fail a check at that level, the door grows angry, attacks, and combat begins.

The Door and Its Reinforcements

The door has the following statistics: AC/Reflex 5, Fortitude 10; immune to necrotic, poison, psychic, forced movement, all conditions, ongoing damage; 100 hp. If destroyed, it is worth 350 XP.

If combat begins, the door uses *force blast* every round on its initiative count.

Standard Actions
✧ **Force Blast** (force) ✦ **At-Will**
Attack: Close blast 5 (enemies in blast); +11 vs. Fort
Hit: 2d6 + 5 force damage, and the target is pushed 3 squares.

Each time an enemy attacks the door, it uses *crackle*.

Triggered Actions
↯ **Crackle** (lightning) ✦ **At-Will**
Trigger: An enemy within 2 squares of the door hits or misses the door with an attack.
Attack (Opportunity Action): Melee 2 (the triggering enemy); +11 vs. Reflex
Hit: 2d8 + 7 lightning damage, and ongoing 5 lightning damage (save ends).

The door is a special magic construct powered by a dragonshard on the top level of the tower. It has no physical lock, so Thievery checks cannot open it. A DC 20 Arcana check reveals its special nature. A separate DC 20 Arcana check temporarily disrupts the magical energy connecting it to the dragonshard, causing its next attack attempt to fail automatically.

If the door drops to 0 hit points or fewer, it opens and cannot attack again for one hour, at which time it recharges to full hit points.

When combat with the door begins, an alarm sounds on the top level of the tower. Two dragonhawks fly down to join the combat, arriving on the second round of combat on their own initiative.

Tactics: The door attacks as described above. The dragonhawks attack. If a dragonhawk becomes bloodied, it retreats to the top of the tower, where the characters might encounter it again later.

2. Entry Hall

Exploration Encounter

The entry hall shows the residual effects of Mazius's traps on previous unauthorized visitors.

Light: Dim magical light.

When the heroes enter the entry hall, read:
Arrows litter the entire ground floor of this tower. Multiple scorch marks adorn the floor, ceiling, and walls, and spots of dried blood decorate the walls and floor. A single wrought iron spiral stair leads to the floor above.

The devotees of the Silver Flame set off the arrow and flame burst traps that Mazius had set here. So far, the wizard hasn't yet bothered to reset these traps.

Allow the heroes to explore the area. A DC 10 Heal check reveals that a battle took place here within the past week.

3. Kitchen

Exploration Encounter

The cooking for the tower's inhabitants is done here.

Light: Dim magical light.

When the heroes enter the kitchen, read:
This kitchen contains a cook stove and a round wooden table surrounded by four chairs. A long counter with cabinets beneath runs along much of the exterior wall. On one wall without a counter is a closed wooden door.

A search (Search DC 12) reveals only a little bit of food and just a few plates, cups, and utensils.

Behind the wooden door lies a small storage room filled with chunks of wood, metal, and stone. Mazius uses these supplies to repair the tower structure, which occasionally loses pieces during storms.

4. Master Bedroom

Exploration Encounter

Mazius keeps a cage in his bedchamber for his rutterkin slaves. The chamber is empty of inhabitants when the heroes arrive.

Light: None.

When the characters can see the room, read:
This bedchamber contains a simple bed and wardrobe, both of which have seen better days. In one corner stands a short five-foot by ten-foot cage.

Mazius houses his rutterkin slaves in this cage whenever he travels or is too busy to keep an eye on them. If the heroes spend some time examining the cage, they find multiple spots of dried blood on the floor within (no check required). A DC 15 Arcana check reveals the blood is from a demon. A DC 20 Perception check reveals the words, "We someday will kill the master" in Abyssal, scratched into the stone floor beneath the cage.

5. Guards' Chamber

Exploration Encounter

This chamber is home to the warforged guards that Mazius employs.

Light: None.

When the characters can see the room, read:
This sitting room holds a desk and a table with chairs.

Mazius's guards spend time here when not on guard duty. The room has no beds, since the warforged require no sleep. Since they currently have prisoners to guard, the warforged are all in the vaults above when the heroes arrive.

6. Lower Vault

Combat Encounter Level 9 (2,000 XP)

This chamber is the lower of two tower levels that comprise the vaults. Mazius's guards stand watch over several captive Silver Flame devotees in this area. One of the captives is Alyphe Taskavina, a paladin of the Silver Flame, who accompanies the party for the rest of the adventure if released.

Light: Bright magical light.

Monsters: 4 warforged enforcers, 1 cadaver collector.

When the characters enter this area, read:
The ceiling rises ten feet above the floor around the outskirts of the room, and a central opening provides a view of the level above. In an open area of floor on the east side lies a pile of rusted armor and weapons.

Perception or Arcana DC 20: *The pile of rusted metal is actually a dormant construct.*

The opening in the ceiling provides sight lines to much of what lies above. Combat begins as soon as the party enters this room.

If the heroes got past the tower's magic door without engaging it in combat, they gain a surprise round when they enter the lower vaults, provided they move up the stairs quietly. If the heroes fought the door, an alarm sounded, and the guards are ready for them.

Two warforged enforcers begin this encounter in the lower vaults. Two others stand ready in the upper vaults, one at the top of each of the two staircases leading from the lower to the upper vault level.

The pile of rusted metal is a cadaver collector. Mazius constructed this creature from the remnants of armor, shields, and weapons he collected on several battlefields during the Last War. At the start of the second round of combat, the cadaver collector activates, its various pieces coalescing into a monstrosity of rusted metal. It can move up or down the stairs but must squeeze to do so, taking all the penalties normally associated with a Large creature squeezing into a smaller space.

2 Warforged Enforcers	**Level 7 Brute**
Medium natural humanoid (living construct)	XP 300 each
HP 100; **Bloodied** 50	**Initiative** +5
AC 19, **Fortitude** 22, **Reflex** 18, **Will** 17	**Perception** +9
Speed 5	
Saving Throws +2 against ongoing damage	
STANDARD ACTIONS	
⊕ **Greataxe** (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d12 + 6 damage.	
⊹ **Reaping Strike** (weapon) ✦ **Recharge** when first bloodied	
Attack: Close burst 1 (enemies in the burst); +12 vs. AC	
Hit: 2d12 + 9 damage.	
MINOR ACTIONS	
Warforged Resolve (healing) ✦ **Encounter**	
Effect: The warforged gains 6 temporary hit points and can make a saving throw against an ongoing damage effect. If it uses this power while bloodied, it also regains 6 hit points.	
Skills Athletics +14, Endurance +13, Intimidate +8	
Str 22 (+9) **Dex** 14 (+5) **Wis** 12 (+4)	
Con 20 (+8) **Int** 10 (+3) **Cha** 10 (+3)	
Alignment unaligned **Languages** Common	
Equipment greataxe	

Mazius carries a key that can open any of the cells, and he also crafted keys into the index fingers of each of his warforged guards. When a warforged enforcer dies, it falls to pieces, and any creature can use one of its hands to open a cell door as a standard action. A character can also open a cell door with a DC 18 Thievery check.

When combat begins, Alyphe Taskavina calls to the heroes from a cell in the upper vaults. She implores them to release her so that she can join the fight and directs them to destroy one of the warforged guards and use its hand to unlock her cell. Refer to the "Upper Cell" entry below for additional information on Alyphe.

Tactics: The warforged enforcers use *reaping strike* whenever they can catch two or more enemies in the burst. The two warforged enforcers on the upper vault level remain at the top of the stairs until attacked at

Cadaver Collector	Level 9 Elite Soldier
Large natural animate (construct)	XP 800
HP 200; **Bloodied** 100	**Initiative** +8
AC 25, **Fortitude** 23, **Reflex** 20, **Will** 20	**Perception** +11
Speed 8	Darkvision
Immune charm, disease, poison; **Resist** 10 lightning	
Saving Throws +2; **Action Points** 1	

Traits

Thunder Shakes
Whenever the cadaver collector takes thunder damage, it is slowed (save ends).

Standard Actions

Slam ✦ At-Will
Attack: Melee 2 (one creature); +14 vs. AC, or +16 vs. AC against an immobilized target.
Hit: 2d10 + 6 damage, and the target is grabbed (escape DC 20). The collector can grab no more than one Large creature or four Medium or smaller creatures at a time.

Double Slam ✦ At-Will
Effect: The cadaver collector uses *slam* twice.

Impale ✦ At-Will
Attack: Melee 1 (one Large or smaller creature grabbed by the collector); +12 vs. Reflex
Hit: 4d10 + 12 damage, and the target is pulled into the collector's space and restrained (save ends). Until this effect ends, the target takes ongoing 10 damage. Also, when the collector moves, it pulls with it any creature restrained by it, and the creature remains in the collector's space. When a creature saves against this effect, it appears in the nearest unoccupied space of its choice adjacent to the collector.

Trample ✦ Encounter
Effect: The collector moves up to its speed and can move through enemies' spaces during the move. Each time the collector enters an enemy's space for the first time during the move, it makes the following attack against that enemy.
Attack: Melee 0; +12 vs. Reflex
Hit: 3d12 + 6 damage, and the enemy falls prone.

Minor Actions

Breath Weapon ✦ Recharge ⚄ ⁞⁞
Attack: Close blast 3 (creatures in the blast); +12 vs. Fortitude
Hit: The target is immobilized (save ends).

Str 24 (+11)	**Dex** 14 (+6)	**Wis** 14 (+6)
Con 20 (+9)	**Int** 5 (+1)	**Cha** 7 (+2)

Alignment unaligned **Languages** Common

range, or until an enemy starts up the stairs toward them, or until the third round of combat, whichever comes first.

The cadaver collector focuses its *double slam* on the nearest enemy. If it can catch multiple foes, it uses *trample* to deal damage and knock enemies prone, so that it can keep them close. It uses *breath weapon* if it can catch multiple foes in the blast while avoiding its allies. It can use *breath weapon* to attack enemies on both levels of the vaults.

7. Lower Cell

Exploration Encounter

The lower cells of Mazius's tower have not been used recently.

Light: Bright magical light.

When the party approaches this cell, read:
Each of the four cells on the edges of this level is separated from the central vault area by an angled lattice of sturdy iron bars. The cell doors are not completely rectangular, so they open at odd angles.

A quick search of the cells (Search DC 17) reveals a wide variety of items that Mazius scavenged from Last War battlefields, including pieces of several dead warforged, humanoid and animal bones, old weapons and armor, and the occasional bit of minor treasure. Most of what's here, though, would be of value only to a historian.

8. Upper Vault

Exploration Encounter

The upper vault is where Mazius has imprisoned Alyphe and her team.

Light: Bright magical light

When the characters can see the room, read:
This level of the Mazius's vaults lies ten feet above the floor of the lower vault area. A central 20-foot-by-20-foot area is open to the floor below, with no railing protecting creatures from falling. Near one of the staircases leading up is a closed door.

The door leads to a storage room. Inside are stacks of empty barrels, and tools are strewn haphazardly about the area.

Since Alyphe calls out to the heroes when they enter the lower vaults, combat is likely to spill up into this area when the heroes seek to release her. When combat begins below, two of the warforged guards start on this level, as described in room 6.

Refer to the "Upper Cell" entry for details on Alyphe and her compatriots.

9. Upper Cell

Roleplaying Encounter

These cells are where Mazius has imprisoned Alyphe and her companions.

When the characters enter this area, read:
Each of the four cells on the edges of this level is separated from the central vault area by an angled lattice of sturdy iron bars. The cell doors are not completely rectangular, so they open at odd angles.

Alyphe Taskavina

A quick search of the cells (Search DC 17) reveals a wide variety of items that Mazius scavenged from Last War battlefields.

Light: Bright magical light.

One of the cells on this level houses Alyphe and two of her compatriots. Three other Silver Flame devotees languish in a second cell. The other three cells are empty.

Alyphe is still wearing her armor, but her shield, longsword, and holy symbol (along with her compatriots' gear) are on the floor near the spiral staircase leading to the top tower level. When released, Alyphe retrieves her gear and joins the adventurers in their fight. If one of the heroes offers her a weapon she can use, she forgoes retrieving her equipment and joins the fight immediately.

Alyphe Taskavina

Alyphe is a paladin of the Silver Flame. She and her compatriots tracked the werewolf pack for several weeks before Mazius captured them.

Alyphe is a tall, well-built young woman, though her years of service have left her with several scars. Despite these, she carries herself with poise and speaks in a strong, authoritative voice.

Alyphe is torn between helping her compatriots immediately and ascending the tower to deal with Mazius. She knows the wizard has dragonhawks at his disposal and fears that he might escape, leaving her unable to continue her quest to capture the Dark Pack members. Furthermore, she knows the devotees are prepared to die in service to their faith, but she doesn't want to abandon them. After describing her conundrum, she bows to the adventurers' decision about what to do next.

Alyphe Taskavina	**Level 7 Leader**
Medium natural humanoid, human	
HP 54; **Bloodied** 27;	**Initiative** +3
Healing Surges 8; **Surge Value** 13	**Perception** +4
AC 22, **Fortitude** 21, **Reflex** 19, **Will** 20	
Speed 5	
Standard Actions	
⊕ **Longsword** (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d8 + 6 damage. If Alyphe chooses, the damage type can become radiant.	
ǂ **Holy Smite** (weapon) ✦ **2/Encounter**	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d8 + 6 damage plus 7 radiant damage, and the target is dazed until the end of Alyphe's next turn.	
Minor Actions	
Lay on Hands (healing) ✦ **2/Day** (1/round)	
Effect: Melee 1 (one creature); Alyphe spends a healing surge but regains no hit points. Instead, the target regains hit points as if it had spent a healing surge.	
Skills Athletics +11, Diplomacy +11, Heal +9, Religion +8	
Str 16 (+6) **Dex** 10 (+3) **Wis** 14 (+4)	
Con 12 (+4) **Int** 11 (+3) **Cha** 16 (+6)	
Alignment lawful good **Languages** Common, Elven	
Equipment chain armor, large shield, longsword, holy symbol	

Rescuing the Prisoners

After the guards are defeated, Alyphe asks the party to help her compatriots.

Mazius provided very little food and water to his captives—just enough to keep them alive. The other Silver Flame devotees gave some of their food and water to Alyphe so that she would stay strong and alert. Hence, the Silver Flame devotees are weak from dehydration and require help getting out of the tower.

The heroes must make a choice—help the devotees out of the tower now, or return for them after they've dealt with Mazius. If the tower collapses while the devotees are still inside, they stand no chance of escaping before the structure crashes to the ground.

10. Paddock

Exploration Encounter

This area is where Mazius stables his dragonhawks. (See area 12 for read-aloud text for this area.)

Light: Bright magical light.

The upper level of the tower is ringed by dragonhawk stables. Three-foot-high walls separate the individual stable compartments, each of which features a ten-foot-wide by ten-foot-tall opening on the exterior wall. These openings allows the dragonhawks to enter and exit the tower with ease. Illusions cloak these openings from the outside, perfectly masking them from exterior view. Looking out through the magic from the inside gives a hazy and distorted view.

11. Workshop

Exploration Encounter

This chamber is the workshop of the wizard Mazius. (See area 12 for read-aloud text for this area.)

Light: Bright magical light.

When the characters enter this area, read:

Shelves filled with all manner of wizardly texts and strange objects line the walls of this workshop. Laboratory equipment of various kinds lies strewn over the tables.

Three flasks of level 6 *alchemist's essence* (lightning) type lie amid the piles of junk in the workshop. The heroes can find each with a DC 15 Arcana check.

12. Dragonshard Chamber

Combat Encounter Level 8 (2,200 XP)

The party, along with Alyphe, confronts the one-armed wizard, his rutterkin slaves, and his remaining dragonhawks here.

Light: Bright magical light.

Monsters: Mazius, 4 dragonhawks, 2 rutterkin foot soldiers.

When the heroes arrive, read:

Golden light fills this huge chamber, whose ceiling hangs twenty-five feet above the floor. One mostly-enclosed quadrant of the chamber contains a workshop filled with all manner of books, scrolls, bowls, flasks, and sundry other items.

The bulk of the chamber is comprised of a series of smaller compartments, separated from each other by low stone walls. Two of these compartments are empty. Three of them contain a pair of enormous hawks each—six dragonhawks in total. Each compartment features a large opening in the exterior wall, but the view to the exterior is slightly obscured.

4 Dragonhawks	**Level 8 Brute**
Large natural beast (mount)	XP 350 each
HP 108; **Bloodied** 54	**Initiative** +4
AC 20; **Fortitude** 22, **Reflex** 19, **Will** 20	**Perception** +11
Speed 3, fly 12	Low-light vision
Traits	
Uncanny Instincts (mount)	
If the dragonhawk is mounted by a friendly rider of 8th level or higher, the rider rolls initiative twice and uses the higher result. In addition, the rider gains a +2 power bonus to Perception checks.	
Standard Actions	
Claws (natural) ✦ **At-Will**	
Attack: Melee (one creature) +11 vs. AC	
Hit: 2d8 + 10 damage, and the dragonhawk can slide the target 1 square.	
Str 23 (+10) **Dex** 11 (+4) **Wis** 14 (+6)	
Con 18 (+8) **Int** 2 (+0) **Cha** 6 (+2)	
Alignment unaligned **Languages** –	

Near the center of the chamber, a field of shimmering light surrounds a single, small shard of crystal swirled with veins of golden light, floating five feet above the floor. A one-armed man stands in the workshop, brandishing a staff. In a raspy, guttural voice he says, "So, more visitors!"

Arcana DC 20: *The hero realizes that the crystal floating in the middle of the chamber is a Siberys dragonshard.*

Arcana DC 25: *The hero senses that the Siberys dragonshard's magic holds the entire tower together.*

Perception DC 16: *The hero hears high-pitched chittering from behind one of the low stone walls, out of sight.*

Despite his various maladies, Mazius is supremely confident. He allows all the heroes to enter this level before attacking. Mazius prefers to engage in banter first in an attempt to build himself up and discern his foes' weaknesses.

After Mazius is satisfied with what he has discovered (or if the adventurers move to attack), he calls to his dragonhawks and rutterkin slaves to attack. Combat begins immediately. Although much of the combat should take place in this room, it can easily spill over into adjacent areas. Refer to the descriptions of these rooms for additional information.

2 Rutterkin Foot Soldiers	**Level 6 Soldier**
Medium elemental humanoid (demon)	XP 250 each
HP 78; **Bloodied** 39	**Initiative** +9
AC 22, **Fortitude** 21, **Reflex** 16, **Will** 16	**Perception** +4
Speed 6	Darkvision
Standard Actions	
Snap-Tong (weapon) ✦ **At-Will**	
Requirement: The foot soldier must not have a creature grabbed.	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and the foot soldier marks and grabs the target until the end of the foot soldier's next turn.	
Bone Barbs ✦ **At-Will**	
Attack: Ranged 5; +11 vs. AC	
Hit: 2d4 + 5 damage, and the target is marked until the end of the foot soldier's next turn.	
Fearful Gaze (gaze) ✦ **Recharge** when first bloodied	
Attack: Close blast 5 (creatures in blast); +9 vs. Will	
Hit: The target is dazed (save ends).	
Triggered Actions	
Bloodied Frenzy	
Requirement: The foot soldier must be bloodied.	
Trigger: The foot soldier misses with *snap-tong*.	
Effect (Free Action): The foot soldier uses *snap-tong* against a target it has not yet attacked this turn.	
Variable Resistance ✦ **Encounter**	
Trigger: The foot soldier takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The foot soldier gains resist 10 to the triggering damage type until the end of the encounter.	
Skills Endurance +14	
Str 16 (+6) **Dex** 19 (+7) **Wis** 12 (+4)	
Con 22 (+9) **Int** 9 (+2) **Cha** 9 (+2)	
Alignment chaotic evil **Languages** Abyssal	
Equipment snap-tong	

The Dragonhawks and Rutterkin

When combat begins, four of the dragonhawks move out of their paddocks and attack.

The other two remain in their stalls and cower. Mazius holds these two dragonhawks in reserve in case he needs one on which to make his escape. If

Mazius	**Level 7 Controller**
Medium natural humanoid	XP 300
HP 77; **Bloodied** 38	**Initiative** +3
AC 21, **Fortitude** 18, **Reflex** 19, **Will** 20	**Perception** +11
Speed 6	
Standard Actions	
⊕ **Staff** (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d6 + 3 damage.	
⊹ **Capricious Earth** (charm, implement) ✦ **At-Will**	
Attack: Close blast 3 (enemies in the blast); +10 vs. Will	
Hit: 2d6 + 5 damage, and Mazius slides the target up to 3 squares.	
Miss: Mazius can slide the target 1 square.	
⚚ **Beast Curse** (implement, polymorph) ✦ **Recharge** ⚅ ⚄ ⚃	
Attack: Ranged 5 (one hexed creature); +10 vs. Fortitude	
Hit: Mazius alters the target's physical form to that of a Tiny animal until the end of Mazius's next turn. While in this form, the target cannot use powers or make attacks.	
Move Actions	
Hex Jump (teleportation) ✦ **Encounter**	
Effect: Close burst 5 (one hexed creature in the burst); Mazius and the target teleport, swapping positions.	
Minor Actions	
⊹ **Hex** (charm, implement) ✦ **At-Will** (1/round)	
Attack: Close burst 5 (one enemy in the burst); +10 vs. Will	
Hit: The target is hexed until the end of Mazius's next turn. While hexed, the target is slowed and takes a -2 penalty to attack rolls and damage rolls against Mazius.	
Skills Arcana +10, Nature +11	
Str 10 (+3) **Dex** 11 (+3) **Wis** 17 (+6)	
Con 13 (+4) **Int** 15 (+5) **Cha** 14 (+5)	
Alignment unaligned **Languages** Common	
Equipment staff, robes	

the heroes fought dragonhawks while dealing with the magic door at the base of the tower, these are the ones they encountered, and they are bloodied from the previous fight. If the heroes didn't fight any dragonhawks earlier, these two are at full hit points. If the heroes attack them, they fly to a different part of the stable area and remain out of the fight. If cornered in their stalls, they fly out through the adjacent, illusion-covered opening and return to a different paddock 2 rounds later.

Two rutterkin foot soldiers emerge from hiding places behind the low stone walls and join the fray.

Although they appear to be guards, the rutterkin are actually the wizard's slaves. After months of torment and experimentation, they're desperate to exact revenge on Mazius.

When Mazius is first bloodied, one of the rutterkin whispers, "You help us; we help you" in stilted Common to the nearest adventurer. A DC 10 Insight check reveals that the rutterkin is sincere. If the adventurers stop attacking the rutterkin, they turn on Mazius and join the heroes in the fight.

An Act of Desperation

If Mazius is bloodied and at least two of his attacking dragonhawks are bloodied or dead, he moves into the force field and begins attacking the dragonshard with his staff. He intends to destroy the dragonshard, sundering its link with the earth mote and his ramshackle tower, causing the structure to crumble to pieces and fall to the earth. Mazius is willing to die here to prevent the heroes from foiling Roslof's plan.

The Siberys Dragonshard

The magical force field near the center of the chamber protects the Siberys dragonshard that Mazius uses to hold his tower together. The field extends from floor to ceiling.

Any creature other than Mazius who attempts to cross the field's threshold must make a DC 16 Athletics or Acrobatics check. Success indicates that the creature passes through the field. On a failed check, the creature takes 5 force damage and is pushed 2 squares away from the field, after which it falls prone.

The dragonshard has the following properties: AC 5; Reflex 5; Fortitude 10; 40 hit points.

The dragonshard's own magic holds it in place. It cannot be moved from its space by any means. Any creature, including Mazius, that touches the dragonshard is stunned until the beginning of its next turn.

Tactics: The dragonhawks attack with their claws. They use the high ceiling of the top tower level to fly about and reposition themselves so that they can gain flanking with their allies. The rutterkin use *snap-tong* to keep the heroes locked down, and *fearful gaze* when they can catch multiple foes in the blast. If they turn against Mazius, the rutterkin team up on the wizard as long as one of the heroes accompanies them. If one of them dies after they turn on Mazius, the remaining rutterkin withdraws but remains nearby.

Mazius favors *capricious earth* to slide enemies into position for flanking by the dragonhawks and rutterkin. He uses *beast curse* against the toughest-looking enemies to remove them from the fight as much as possible. He uses *hex jump* to escape if he becomes surrounded, and *hex* every round to augment his other capabilities. If Mazius decides to destroy his tower, he focuses *staff* strikes against the dragonshard, using *capricious earth* when needed to push enemies away.

Mazius

Mazius is a middle-aged human transmuter with graying hair and beard. He hobbles a bit in his advancing years but is otherwise very capable.

Mazius is a native of Cyre who fought in the Last War for several years. During one fateful battle, a Thranite captain and follower of the Silver Flame severed the wizard's left arm, leaving him crippled.

In the waning days of the war, cowardice overcame Mazius, and he fled the field of battle. He made it out of Cyre just a few days before the cataclysm that transformed it into the Mournland. He slunk away to Aundair and began building his ramshackle tower, taking care to stay clear of the Royal Eyes of Aundair.

For the past few years, Mazius has been seeking a way to regrow his lost arm. To that end, he has been studying regeneration in all its forms, both natural and magical. His studies have proven fruitless

to date—a fact that has increased his hatred of the Church of the Silver Flame.

As his anger grew, Mazius sought out allies who might help him exact revenge on the Church of the Silver Flame. In time, this quest led him to Tyken Roslof, and Mazius gladly offered his resources to the vengeful shifter after Roslof described his plan.

Mazius captured the rutterkin several months ago and has been experimenting on them to further his understanding of anatomy, hoping this knowledge will aid him in his quest to restore his arm. His treatment of the rutterkin has made them hate the wizard. They're more than ready to switch sides and help the heroes, should the opportunity present itself.

Mazius' old mentor, Eljistil, gifted the Khyber dragonshard daggers to Kassia's father many years ago, and Kassia inherited them upon her father's death. It was Mazius who directed Roslof to Kassia to purchase the daggers.

A Race against Time

If the dragonshard is destroyed, the floating tower begins to crumble, and this encounter turns into a race to escape the falling structure. The tower falls to pieces and plummets to the ground at the end of Mazius's fifth turn after he delivers the final blow to the dragonshard. Continue to track the action in combat rounds.

The heroes must act quickly. Their best option for survival is to climb aboard the remaining dragonhawks and flee through the illusory walls. Mazius has trained the dragonhawks for such a contingency, and they welcome any riders who approach them. The heroes might also attempt to run to the bottom level of the tower (which takes several rounds) and quickly rappel down to the ground, or jump to safety just before the tower hits the ground.

Every creature still in the tower when it hits the ground dies from the impact.

Mazius

Conclusion

Assuming that Mazius does not destroy the tower and the heroes capture him, he proves difficult to crack. His loyalty to Roslof's plan (and hatred for the Church of the Silver Flame) is that great. The heroes must work to get any information out of him, and he misdirects them at every opportunity.

If the heroes fall back on skill checks, each successful DC 20 Bluff, Diplomacy, or Intimidate check reveals one of the following bits of information.

- Roslof intends to use the Khyber dragonshard daggers as part of a ritual to unbind the spirits of Tira Miron and the old couatl from the ever-burning Silver Flame in the Cathedral of the Silver Flame, located in Flamekeep.
- Roslof believes the Silver Flame is the source of the church's power, and extinguishing it will bring the church to its knees.
- Roslof's guards are werewolves and are members of Dark Pack of Droaam.

If the heroes fail to get all the information they need, one of the rutterkin provides the missing pieces in stilted Common (or in Abyssal, if one of the heroes speaks that fell tongue). If both of the rutterkin are dead, a third emerges to impart the information.

If the heroes leave Mazius alive, he silently vows revenge. If the adventurers take their eyes off of him for even a second, Mazius tries to escape on a dragonhawk, or by fleeing to the lower tower levels.

Act 4: Thrane

After learning Roslof's final destination from Mazius, the heroes, along with Alyphe, should head for Flamekeep. They can take Mazius's remaining dragonhawks and fly directly to Flamekeep, travel by using lightning rail, or charter an elemental airship.

The events of act 4 assume a party of five heroes, plus Alyphe. Additionally, Jaela Daran, the Keeper of the Flame, joins the party in the final fight. If the party has more or fewer heroes, adjust the number of monsters appropriately.

A City in Chaos

If the heroes enter Flamekeep through one of the city's gates, they must first get past the local militia—an easy task if they procured forged identification papers from Sylvander. If they have no papers, a few DC 13 Bluff or Diplomacy checks convince the frenetic guards to let them pass.

If the heroes fly in on Mazius's dragonhawks or an elemental airship, they can go directly to the Cathedral of the Silver Flame. If they express a desire to fly down into the church's sanctuary and confront Roslof, Alyphe urges them to land outside the church so they can assess the situation before advancing.

When the heroes enter Flamekeep, read:
The city is in chaos. Citizens are running everywhere, screaming for help, and the city militia is doing what it can to quell the panic. A few buildings are on fire, sending thick tendrils of smoke rising to the sky. In the center of the city, the Cathedral of the Silver Flame sits atop a large hill. Portions of the church are on fire, and some of its walls have crumbled. The roof over the center of the cathedral is gone—apparently blown to bits. Bright red light emanates from the hole, washing the sky in its glow.

As the adventurers travel to the church, they might question passersby about what has happened. Roll 1d6 and provide rumors from the table below in response to such questions. The veracity of each rumor is indicated in parentheses. If the heroes tarry too long, Alyphe urges them onward to the cathedral

FLAMEKEEP RUMORS (ROLL A D6)

1	The city is under attack by the united armies of Aundair and Breland. (false)
2	The Silver Flame has been extinguished. (partially true)
3	The "end times" have come and the world is about to end. (false)
4	A demon has risen in the Cathedral of the Silver Flame. (true)
5	Flamekeep's downtrodden have risen up and a coup is underway. (false)
6	The fires were set by creatures made of pure flame. (true)

The Cathedral of the Silver Flame

When the heroes approach the cathedral, read:
The Cathedral of the Silver Flame has white alabaster walls supported by massive flying buttresses, though some of these structures now lie in ruins. Tall stained glass windows once adorned the exterior walls, but some terrible force has blown them out from the inside, and shards of multicolored glass lie everywhere. A wide walkway surrounds the entire building at ground level.

The heroes can enter the cathedral from a number of directions. Although the main conflict takes place in the sanctuary, the adventurers might explore other areas first—perhaps to look for allies, or to survey the destruction in the grand temple before proceeding.

To expand the scope of the final fight, introduce some encounters with Silver Flame devotees as the heroes explore the city and the cathedral.

Several encounters within the cathedral can take place in any of several rooms, depending on your preferences and what parts of the cathedral the heroes explore before venturing to the sanctum. Refer to the room descriptions for more information on the following "mini-encounters."

- *Jaela's Call* is described in room 2, but might take place in room 7, room 16, or any other room near the central sanctuary. Jaela knows the heroes are coming and calls out to them at some point.
- *Helping the Fallen* is described in room 5, though you might introduce some of the injured faithful elsewhere, based on your whims and on how the heroes explore the cathedral.
- *Flame's Champion* is described in room 7, but might take place elsewhere in the cathedral, as you see fit. Make sure to include this "mini-encounter" if the heroes are in need of a little extra magic to deal with a powerful demon.
- An encounter with several fire demons is described in room 9. The party can also come across fire demons in other parts of the cathedral.

1. Vestibule

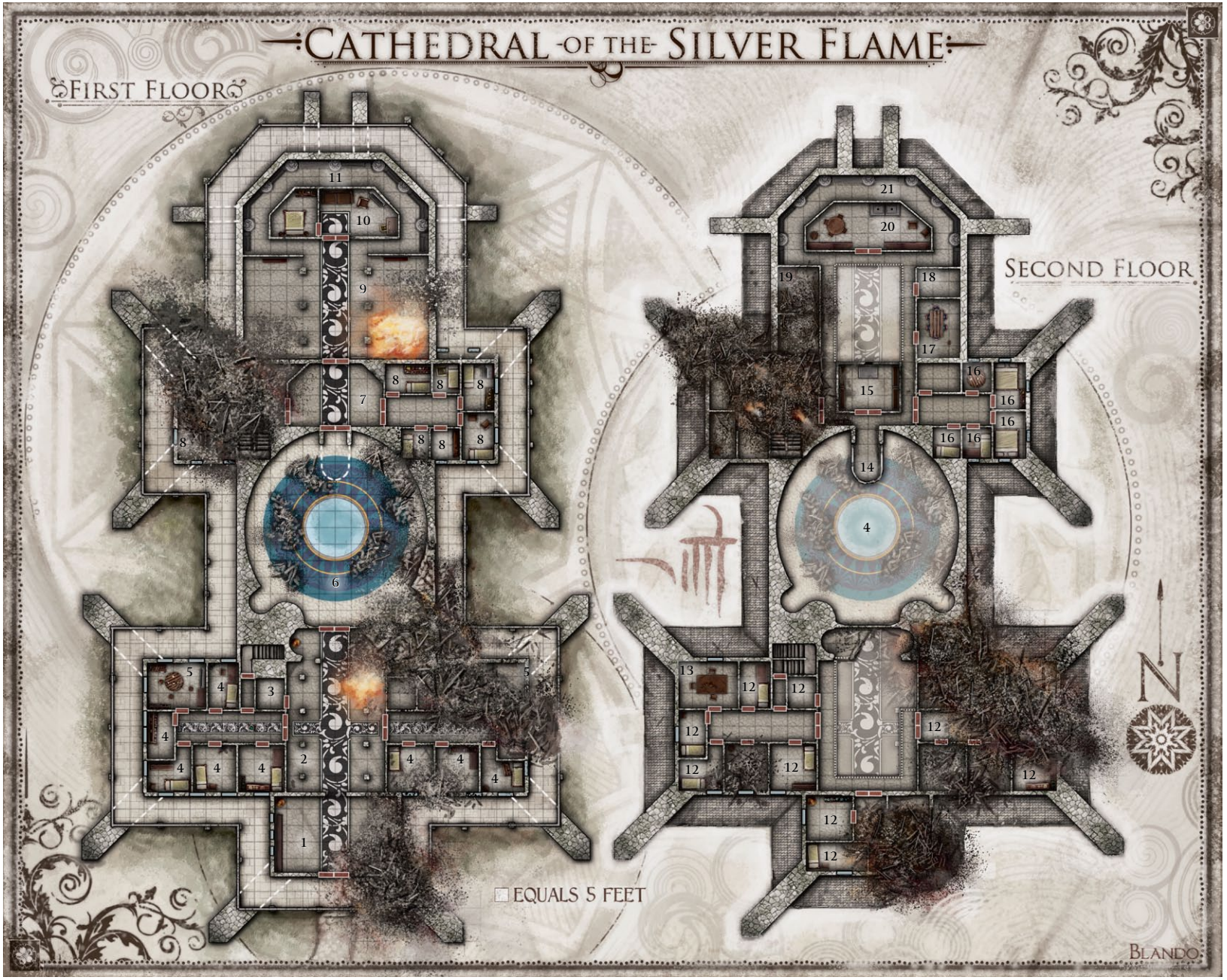
Exploration Encounter

The entry vestibule has taken heavy damage.

Light: Dim light from a few fires.

When the heroes enter the cathedral, read:
Black granite walls and pillars line the interior of the cathedral, and the floors are finely set black marble. Many of the interior walls and columns have been damaged, and jagged pieces of granite and marble lie strewn about the floor. The light of several fires within creates an eerie glow, and the acrid smell of burning wood and flesh is nearly overpowering.

The entire eastern side of the church lies in ruins.


CATHEDRAL OF THE SILVER FLAME
FIRST FLOOR
SECOND FLOOR
EQUALS 5 FEET
N
BLANDO

2. Public Gallery

Exploration Encounter

This area is the final stop for most local worshipers before they enter the sanctum.

Light: Dim light from several small fires.

When the adventurers enter this chamber, read:
This two-story-high space has a high balcony walkway surrounding it. An ornate, wrought iron railing adorns the edge of the balcony above.

If the heroes head to the sanctuary from here, Jaela Daran, the Keeper of the Flame, calls to them.

Jaela's Call

Jaela issues a mental call to the heroes.

When Jaela calls to the characters, read:
In your mind, the voice of a young girl says, "Good and stalwart saviors of my church, come now to the sanctuary. The demon prepares to leave and wreak havoc on my beloved city. We must defeat this vile beast or all will be lost."

If the heroes don't immediately head for the sanctuary, Jaela calls to them again, reinforcing the urgency of the situation. Alyphe also hears this call and urges the party onward.

3. Baptistry

Exploration Encounter

The heroes come upon one of the church's baptistries.

Light: None.

When the characters enter this area, read:
A small table with a carved silver basin stands on one wall of this tiny chamber.

This small room is used to baptize new initiates into the faith.

4. Quarters

Exploration Encounter

The church's guards and acolytes live here.

Light: Dim light from braziers.

When the heroes enter, read:
This small room contains simple yet beautifully-carved wooden beds and chests.

The chests are locked. They contain the personal effects of some of those who live in the cathedral.

The western quarters are mostly intact, but the eastern wing is almost completely filled with rubble because the floor above has collapsed.

5. Common Room

Exploration and/or Roleplaying Encounter

Lower-ranking members of the church use this small dining and kitchen area.

Light: Dim light from outside.

When the heroes enter this area, read:
This small room contains a stove, counter, and cabinets. A simple table with four chairs rounds out the room.

The cabinets contain various cooking implements in good repair.

If you wish to introduce some surviving members of the church, this room is an ideal place to do so.

Helping the Fallen

The heroes can make easy to moderate DC Bluff, Diplomacy, Heal, Insight, and Perception checks as necessary to calm the injured faithful, patch them up, and inspire them to fight. If any of the heroes want to roleplay an inspiring speech or other specific form of aid, let them do so. Award additional experience for heroes who roleplay exceptionally well.

If you wish, let the adventurers gather Silver Flame devotees to aid in the final battle. From one of these devotees, the heroes should learn of the sword *Flame's Champion* if you include it in the adventure.

6. Sanctuary

Combat Encounter Level 14 (5,300 XP)

The adventurers confront Roslof and his allies, including the avatar of Bel Shalor, here.

Perception DC 16: The hero spots a burly man (one of Roslof's werewolf allies) wearing leather armor and wielding a club hiding behind rubble.

Perception DC 24: The hero spots someone (Roslof) hiding behind some rubble on the balcony.

Light: Bright blue light from the flame in the center of the room, except within the avatar's (see below) aura.

Monsters: Tyken Roslof, avatar of Bel Shalor, 5 werewolves, 2 lesser fire demons.

When the heroes enter the sanctuary, read:
The roof of this enormous circular chamber has been blown to pieces, and only a few large wooden timbers remain. The gilded walls depict scenes of the church's past, though much of the gold has melted away. A grand balcony overlooks the sanctuary on one end, and several corridors feed into the space. The floor is inlaid with jade tile, much of which is now broken. At the center of the room, ornate blue and violet tiles lie strewn about the floor. In the center of this clutter, a small blue ember flickers ever so slightly. The entire chamber glows, a column of red light rising to the sky.

A fifteen-foot-tall demon with glowing red eyes and a black maw stands in the center over the blue ember. Its form is wrapped in writhing, moaning shadows.

Tyken Roslof

Arcana, History, or Religion DC 16: *The shadow-shrouded demon is an avatar of Bel Shalor, a demon overlord bound in the Silver Flame. The creature here is an extension of the overlord's consciousness. If it escapes the cathedral, the demon will have enough of a foothold in the world to reestablish its presence and power.*

The avatar of Bel Shalor begins in the center of the chamber. The werewolves are in hiding places, just out of sight in side alcoves or behind piles of rubble. Roslof and Jaela start on the balcony on the north end of the sanctuary, crouching beneath the three-foot-tall railing.

Combat begins as soon as the avatar notices the heroes. The following sections provide you with some specific events that take place during the fight.

The Flame Reignites

When the avatar of Bel Shalor is first bloodied, the blue ember in the center of the room bursts into a small flame, 1 foot tall. It looses bolts of silver light at each of the heroes, as well as Jaela, Alyphe, and any other faithful in the sanctuary. Each person hit by the light rolls twice for his or her next attack roll, taking the highest result. When the avatar drops to 190 hit points or fewer, the flame grows 2 feet tall and looses bolts at the heroes and their allies again.

Spirits' Aid

When combat begins, the spirits of Tira Miron and the couatl, which were released when Roslof finished his ritual, appear and begin flying around below the shattered ceiling. Their presence binds the avatar of Bel Shalor to the sanctuary.

Each round, each spirit flies down to a random character and touches that character. (You can choose the character if you wish.) Tira's touch allows the hero to use the *mark of silver* power, described below, on his or her next turn. The couatl's touch allows the character to fly 8 squares as a move action on his or her next turn. In either case, if the hero doesn't use this ability on his or her next turn, the ability is lost.

Minor Action

Mark of Silver (radiant) ✦ **At-Will**

Effect: Close burst 10 (one creature in the burst); you mark the target until the end of your next turn. While marked, the first time the target hits or misses with an attack that doesn't include you as a target, the target takes a –2 penalty to its attack rolls (save ends) and 10 radiant damage.

Tactics

The werewolves switch to their wolf form whenever moving quickly would aid them. They weave about with one another, shifting between forms to confuse their opponents. They try to pair up whenever possible to gain flanking on their foes. If Roslof flees or dies, any remaining werewolves flee the cathedral.

The Avatar

The avatar of Bel Shalor uses *seductive whispers* to move enemies into position for *clinging darkness*. It uses *clinging darkness* when three or more foes are in the burst, considering Roslof and the werewolves to be acceptable collateral damage. If the avatar can't get at least three enemies in this burst, it uses its basic attacks instead. It might start to focus attacks on Jaela Daran to eliminate her aura.

Tyken Roslof

Roslof's quest to avenge his brother's death blinds him to all other matters. He fights hard to defeat the party so that his plan can come to fruition.

Roslof attempts to stay at range and uses *longbow* as much as possible. In melee, he uses *double attack* to make two *bastard sword* attacks and then uses *blend in* to escape. He favors using *blinding strike* against ranged opponents and spellcasters when he can.

In the end, however, Roslof is unwilling to die for his cause. When it becomes obvious he's going to lose, especially if the avatar is destroyed, Roslof uses his powers to escape at the first opportunity. He does the same if he's captured, taking advantage of any opening his captors give him.

Roslof carries the remaining 4,000 gp of stolen Brelish gold on his person. He's willing to use it to bribe his way out of trouble.

RUNNING THE BATTLE

This combat is intended to be extremely difficult, but not insurmountable.

You might decide the avatar's aim is to escape the cathedral to regain power and return for revenge. In the early stages of the fight, you can test the characters' resilience, having the avatar direct a few of its attacks at the spirits binding it to the cathedral. (Describe the effects rather than trying to assign specific statistics to the spirits.) If the fight continues to go badly for the avatar, it can continue to try to escape. Once its victory seems assured, it might succeed at breaking free. (Be careful not to snatch a tense victory away from the characters, however.) It then flees, resulting in a conclusion detailed in "The Price of Failure" section.

More Silver Flame devotees could also show up to help the characters (as could Alyphe, if she's not already here). Allow the players to control these allies, but feel free to overrule suicidal actions. The devotees avoid the avatar and engage easier targets, leaving the characters to confront the demon.

Jaela Daran

When Roslof leaves her to join the fight, Jaela quickly slips her bonds. She joins the fight on round 2.

When Jaela joins the fray, read:
A young girl dressed in silver robes walks into view, a nimbus of silver light surrounding her to a distance of fifty feet. She calls to you. "Saviors of the Flame, stay within my light and defeat this foul creature."

When Jaela Daran is standing on ground consecrated by the Silver Flame (the entire cathedral), she can activate a potent aura. Doing so requires concentration, so she can only move and use minor actions. She has the statistics noted in this section while in this state.

Jaela is demure, contemplative, and measured with her words, which she uses to inspire the faithful. Considering the current threat, she is more forthright and aids the heroes as best she can. She realizes that her aura is likely necessary for the adventurers to succeed, so she avoids direct confrontation and implores the adventurers to protect her.

Jaela Daran
Medium natural humanoid, human

HP 80; **Bloodied** 40 — **Initiative** +5
AC 22, **Fortitude** 20, **Reflex** 20, **Will** 20 — **Perception** +12
Speed 6

Traits

☼ **Light of the Keeper** (radiant) ✦ **Aura** 10
Enemies in the aura cannot attack Jaela during her turn, and demons in the aura grant combat advantage. Allies in the aura gain a +5 power bonus to attack rolls and damage rolls against demons. The extra damage is radiant damage. If Jaela takes a standard action, this aura ceases to function and can be reactivated only as a standard action.

Minor Action

Healing Word (healing) ✦ **2/Encounter**
Effect: Close burst 5 (one creature in the burst); the target can spend a healing surge, and if it does, it regains an additional 3d6 hit points.

Conclusion

When the avatar drops to 0 hit points, read:
The avatar of Bel Shalor roars in fury as its body loses substantiality. The Silver Flame suddenly leaps to its full height, and the spirits of Tira Miron and the couatl circle the avatar and ensnare its shadowy remains in a net of ardent fire. Fire consumes the shadow, and the couatl returns to the Silver Flame.

If Jaela died during the fight, read:
The spirit of Tira Miron floats down to Jaela's fallen form. She touches one ghostly hand to the girl's head and speaks. "You have served me well, my child, but your service is not yet finished. Arise." Jaela shudders, gasps, and sits up, restored to life.

After the characters have defeated the villains and Jaela has composed herself, she gathers the heroes at the center of the sanctuary and leads them in a ritual that fully restores the Silver Flame.

After the ritual is complete, read:
As Jaela speaks the final incantation, the spirits of Tira Miron flies to the center of the sanctuary. Tira's eyes meet yours and she speaks, "Thank you, Saviors of the Flame." Her spirit then fades, amid silvery radiance, into the fie once again.

From here, you can go to the "Ending the Adventure" section to conclude the story.

Tyken Roslof **Level 8 Elite Skirmisher**
Medium natural humanoid, shifter XP 700

HP 172; **Bloodied** 86 **Initiative** +11
AC 22, **Fortitude** 20, **Reflex** 21, **Will** 19 **Perception** +12
Speed 6
Saving Throws +2; **Action Points** 1

Traits

Razorclaw Shifting
While bloodied, Roslof gains a +2 power bonus to speed.

Standard Actions

⊕ **Bastard Sword** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d10 + 5 damage.

➶ **Longbow** (weapon) ✦ **At-Will**
Attack: Ranged 20 (one creature); +13 vs. AC
Hit: 2d10 + 5 damage.

Double Attack ✦ **At-Will**
Effect: Roslof makes two basic attacks.

Minor Actions

Blend In (illusion) ✦ **Encounter**
Effect: Roslof turns invisible until he hits or misses with an attack or until the end of his next turn.

Triggered Actions

Blinding Strike (illusion) ✦ **At-Will** (1/round)
Trigger: Roslof hits with a basic attack during his turn.
Effect (Free Action): Roslof shifts up to 2 squares and, until the end of his next turn, has total concealment against the target.

Skills Athletics +13, Bluff +10, Diplomacy +10, Intimidate +10, Stealth +14, Streetwise +10, Thievery +14
Str 18 (+8) **Dex** 20 (+9) **Wis** 16 (+7)
Con 14 (+6) **Int** 15 (+6) **Cha** 13 (+5)
Alignment evil **Languages** Common
Equipment leather armor, bastard sword, longbow, 20 arrows, *hat of disguise*

5 Frenzied Werewolves **Level 6 Brute**
Medium natural humanoid (shapechanger), human XP 250

HP 78; **Bloodied** 39 **Initiative** +6
AC 18, **Fortitude** 19, **Reflex** 18, **Will** 16 **Perception** +9
Speed 6 (8 in wolf form) Low-light vision

Traits

Regeneration
The werewolf regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the werewolf takes damage from a silvered weapon, its regeneration does not function on its next turn.

Standard Actions

⊕ **Claw** ✦ **At-Will**
Requirement: The werewolf must be in wolf or hybrid form.
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d8 + 3 damage, or 2d8 + 8 against a bloodied target, and the target falls prone.

⊕ **Bite** (disease) ✦ **At-Will**
Requirement: The werewolf must be in wolf or hybrid form.
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 1d10 + 7 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts werewolf moon frenzy (stage 1).

⊕ **Club** (weapon) ✦ **At-Will**
Requirement: The werewolf must be in human or hybrid form.
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d8 + 4 damage, or 2d8 + 9 against a bloodied target.

↟ **Lycanthrope Fury** ✦ **At-Will**
Requirement: The werewolf must be in hybrid form.
Effect: The werewolf uses *claw* and *bite*. Then the werewolf takes 5 damage.

Minor Actions

Change Shape (polymorph) ✦ **At-Will**
Effect: The werewolf alters its physical form to appear as a Medium wolf, unique human, or hybrid.

Skills Bluff +8, Intimidate +8
Str 19 (+7) **Dex** 17 (+6) **Wis** 13 (+4)
Con 18 (+7) **Int** 10 (+3) **Cha** 11 (+3)
Alignment evil **Languages** Common
Equipment club

2 Lesser Fire Demons **Level 8 Skirmisher**
Medium elemental humanoid (demon, fire) XP 350 each

HP 88; **Bloodied** 44 **Initiative** +11
AC 21, **Fortitude** 19, **Reflex** 21, **Will** 19 **Perception** +6
Speed 8, fly 10
Resist 15 fire; **Vulnerable** 5 cold

Standard Actions

⊕ **Fiery Touch** (fire) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. Reflex
Hit: 3d6 + 5 fire damage.

↟ **Leaping Flame** (fire) ✦ **At-Will**
Effect: The fire demon shifts 5 squares and can make the following attack once during this shift.
Attack: Melee 1 (one creature); +13 vs. Reflex
Hit: Ongoing 15 fire damage (save ends).

Move Actions

Drawn to Fire (teleportation) ✦ **At-Will**
Effect: The lesser fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage.

Triggered Actions

Flickering Flame ✦ **At-Will**
Trigger: An attack misses the demon.
Effect (Opportunity Action): The demon shifts 1 square.

Str 13 (+5) **Dex** 21 (+9) **Wis** 15 (+6)
Con 16 (+7) **Int** 8 (+3) **Cha** 12 (+5)
Alignment chaotic evil **Languages** Abyssal, Common

Avatar of Bel Shalor **Level 16 Solo Brute**
Large elemental humanoid (demon) XP 7,000

HP 760; **Bloodied** 380 **Initiative** see *shadow movement*
AC 28, **Fortitude** 28, **Reflex** 27, **Will** 29 **Perception** +17
Speed 8, fly 8 Darkvision, truesight 5
Immune necrotic; **Vulnerable** 10 radiant
Saving Throws +5; **Action Points** 2

Traits

Smothering Shadows (necrotic) ✦ **Aura** 5
Bright light within the aura is reduced to dim light. Each nonminion enemy that ends its turn in the aura takes 5 (10 while the avatar is bloodied) necrotic damage.

Action Recovery
Whenever the avatar ends his turn, any dazing, stunning, or dominating effect on him ends.

Shadow Movement
The avatar takes a full turn on initiative count 25 and initiative count 15. He can take two immediate actions per round, but only one between one turn and the next.

Standard Actions

Reaper's Touch (cold, necrotic) ✦ **At-Will**
Attack: Melee 2 (one creature); +19 vs. Reflex
Hit: 3d8 + 13 cold and necrotic damage, and the target is slowed (save ends).

Shadow Lash (necrotic) ✦ **At-Will**
Attack: Ranged 10 (one creature); +19 vs. Reflex
Hit: 3d8 + 13 necrotic damage, and the avatar slides the target up to 2 squares.

Double Attack ✦ **At-Will**
Effect: The avatar makes two basic attacks.

Clinging Darkness (necrotic) ✦ **Recharge** ⚄ ⁞⁞
Attack: Area burst 2 within 10 squares (enemies in the burst); +19 vs. Reflex
Hit: 1d8 + 14 necrotic damage, and the target is immobilized and takes ongoing 5 necrotic damage (save ends both).

Minor Actions

Seductive Whispers (charm) ✦ **At-Will**
Attack: Ranged 10 (one creature); +19 vs. Will
Effect: The avatar slides the target up to 4 squares.

Triggered Actions

Action Lash (charm) ✦ **At-Will**
Trigger: An enemy within 10 squares of the avatar spends an action point.
Attack (Immediate Interrupt): Range 10 (one creature); +19 vs. Will
Effect: The target loses a healing surge. If it has no healing surges, the target instead takes damage equal to its healing surge value.

Str 18 (+12) **Dex** 17 (+11) **Wis** 19 (+12)
Con 20 (+13) **Int** 19 (+12) **Cha** 22 (+14)
Alignment chaotic evil **Languages** Abyssal, Common, Draconic

7. Chancel

Exploration Encounter or Roleplaying Encounter

This chamber is a gathering place used by high-ranking members of the clergy before commencing ceremonies in the sanctuary.

Light: Bright silvery light.

If you decide not to include Flame's Champion here, change the read-aloud text to suit the change.

When the characters can see the room, read:
This chamber is bereft of furniture. The walls are finely decorated with stone etchings depicting members of the church engaged in various duties.

A longsword surrounded by a nimbus of silver light floats three feet above the floor. You hear a voice in your mind say, "Heroes, I am Flame's Champion, a foe of evil and servant of the Silver Flame. Take me up and wield me well to send Bel Shalor back to his prison."

If a hero agrees to use *Flame's Champion* to confront Bel Shalor, the sword reveals all its capabilities.

Flame's Champion Level 15 Rare

This ornate longsword appears to be silver, and its decorations marks it as a weapon dedicated to the Silver Flame.

Weapon: +3 longsword 25,000 gp
Enhancement Bonus: Attack rolls and damage rolls
Critical: +3d8 fire and radiant damage per plus

Properties

- ✦ When you use this weapon to deal damage with a fire or radiant weapon attack power, you gain a +3 item bonus to damage rolls.
- ✦ All untyped damage dealt by weapon attacks using this weapon changes to fire and radiant damage.
- ✦ All damage dealt by weapon attacks using this weapon is considered to come from a silvered weapon.
- ✦ This weapon has telepathy 20. It has a valiant personality dedicated to the Silver Flame and destroying evil.

Attack Power (Fire, Radiant) ✦ **Encounter** (Standard Action)
Attack: Close blast 3 (creatures in the blast); +18 vs. Reflex
Hit: 2d10 fire and radiant damage, and ongoing 10 fire and radiant damage (save ends).

8. Clergy Quarters

Exploration Encounter

The comfortable furniture makes a homey atmosphere for the clergy who live here.

Light: None

When the characters enter this chamber, read:
This room contains beds made up with exquisite linens, as well as small wardrobes and chests.

The chests are locked, and each contains the personal effects of the various clergy members

The east wing is mostly intact; the west wing lies in ruins.

4 Lesser Fire Demons	Level 8 Skirmisher
Medium elemental humanoid (demon, fire)	XP 350
HP 88; **Bloodied** 44	**Initiative** +11
AC 21, **Fortitude** 19, **Reflex** 21, **Will** 19	**Perception** +6
Speed 8, fly 10	
Resist 15 fire; **Vulnerable** 5 cold	
Standard Actions	
⊕ **Fiery Touch** (fire) ✦ **At-Will**	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 3d6 + 5 fire damage.	
⸸ **Leaping Flame** (fire) ✦ **At-Will**	
Effect: The fire demon shifts 5 squares and can make the following attack once during this shift.	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: Ongoing 15 fire damage (save ends).	
Move Actions	
Drawn to Fire (teleportation) ✦ **At-Will**	
Effect: The lesser fire demon teleports 10 squares to a square adjacent to a fire that fills at least 1 square, or adjacent to an enemy that is taking ongoing fire damage.	
Triggered Actions	
Flickering Flame ✦ **At-Will**	
Trigger: An attack misses the demon.	
Effect (Opportunity Action): The demon shifts 1 square.	
Str 13 (+5) **Dex** 21 (+9) **Wis** 15 (+6)	
Con 16 (+7) **Int** 8 (+3) **Cha** 12 (+5)	
Alignment chaotic evil **Languages** Abyssal, Common	

9. Private Gallery

Combat Encounter Level 5 (1,400 XP)

The clergy's two-story private gallery is currently inhabited by fire demons.

Light: Bright light from the fire demons' forms; dim light from other small fires and braziers.

Monsters: 4 lesser fire demons.

This large area is a gathering place for clergy members during their day-to-day activities. Jaela often addresses members of the clergy and the church's guards here to discuss the day's work.

The two-story space features a raised balcony on the second floor. The balcony's railing is crafted of mahogany with gold and platinum inlay.

The avatar of Bel Shalor called several lesser fire demons to the city upon its release. Four of these creatures congregate here now. When the heroes enter the area, the lesser fire demons are quietly worshiping Bel Shalor. When they see the party, the demons attack immediately.

Tactics: The demons' religious fervor prevents them from employing sound tactics, so they attack indiscriminately. If cornered, they use *drawn to fire* to teleport either next to the fire in the southeast corner of the room or next to a foe taking ongoing fire damage. They fly as needed to reposition themselves or attack enemies on the balcony above.

10. Keeper's Quarters

Exploration Encounter

Jaela's parlor and bedchamber are well appointed, as befits her status.

Light: None.

When the heroes enter this area, read:

A comfortable parlor is filled with mastercrafted furniture made of cherry wood and upholstered with fine brocades.

Adjacent to the parlor is a small bedchamber furnished with a beautiful four-poster bed and a massive cherry wood wardrobe.

Treasure: The heroes might find some minor treasure here, though if they take anything from these rooms, Jaela immediately knows.

11. First Floor Ambulatory

Exploration Encounter

The ambulatory is a wide hallway with alcoves on both sides.

Light: None.

When the characters can see this area, read:

Several small alcoves dot either side of this wide corridor. In each niche stands a well-crafted statue.

The statues depict prominent deceased members of the church.

12. Guards' and Acolytes' Quarters

Exploration Encounter

The church's guards and acolytes call these areas home.

Light: Dim light from several braziers.

When the characters enter this area, read:

This small chamber contains simple yet beautifully-carved wooden beds and chests.

The western quarters are mostly intact, but the eastern wing has almost completely collapsed into the first floor. The southern wing, above the entry vestibule, is also partly in ruins. Adjust the information above to reflect the condition of the chamber.

The chests are locked and contain the personal effects of various members of the faith who live in the cathedral.

13. Common Room

Exploration Encounter

Lower-ranked members of the church use this small dining and kitchen area.

Light: Dim light from outside.

When the heroes enter this area, read:
This small room contains a cook stove, counter, and cabinets. A small, simple table with four chairs rounds out the furnishings.

The cabinets contain various cooking implements.

14. Pulpit

Exploration Encounter
or Combat Encounter (Level Variable)

This balcony overlooks the sanctum.

Light: Red light emanating from the sanctuary.

When the characters enter this area, read:
A ten-foot-wide balcony juts into the sanctuary, from which emanates a hellish red glow.

If the heroes come to this area before actually progressing into the sanctuary, they come upon Tyken Roslof and Jaela Daran, her hands bound.

Refer to area 6 and adjust the encounter there as appropriate.

15. Sacristy

Exploration Encounter

This chamber serves as storage space for items used in church rituals.

Light: Dim magical light.

When the characters enter the sacristy, read:
This room contains shelves filled with holy vestments, texts, scrolls, and so forth. On one wall is a sancrarium.

The sancrarium is a water basin that Jaela uses to wash her hands and face before conducting ceremonies in the sanctuary.

Many of the items here are expensive and holy in nature. If the heroes take anything from this room, Jaela immediately knows.

16. Clergy Quarters

Exploration Encounter

This area serves as living space for the cathedral's clergy.

Light: None.

When the characters enter this area, read:
This small chamber contains beds made up with exquisite linens. Small wardrobes and chests round out the furnishings.

The east wing is mostly intact, but the west wing has almost entirely fallen into the floor below. Adjust the information above to reflect the condition of the chamber.

The wardrobes and chests are locked and contain the personal effects of various clergy members.

17. Clergy Dining

Exploration Encounter

The high-ranking members of the clergy take their meals in this well-appointed dining hall.

Light: None.

When the characters can see this area, read:
This dining hall contains a fine mahogany table with the symbol of the Silver Flame inlaid into its top with electrum. Six stout mahogany chairs surround the table.

18. Clergy Kitchen

Exploration Encounter

This kitchen produces meals of finer quality than the others in the cathedral.

Light: None.

When the characters can see this area, read:
This small food preparation area contains a cook stove and counter, with cabinets underneath.

The cabinets are filled with all manner of cooking instruments and cutlery, along with golden plates and silver eating utensils.

19. Presbytery

Exploration Encounter

The presbytery took significant damage from the avatar's arrival and subsequent events.

Light: None.

When the heroes enter this area, read:
This chamber lies almost completely in ruins. A few scattered and half-burned pages from books lie here and there amid the rubble, and a thin layer of ash coats the remains.

The presbytery was a space for clergy members to gather in quiet contemplation, away from the hustle and bustle of the rest of the cathedral.

20. Shrine

Exploration Encounter

This shrine is dedicated to Tira Miron and the couatl.

Light: Dim magical light.

When the characters enter this chamber, read:
A golden glow suffuses this chamber. Two shrines stand on opposite walls, facing each other. One is adorned with an ancient painting; the other holds a golden statue of a snake-like bird.

The painting depicts Tira Miron. Surrounding it in the niche are various holy texts. The statue depicts the couatl. Its wings are crafted of a golden lattice set with dozens of multicolored gemstones.

Next to the sanctuary, this is the holiest room in the cathedral. Any creature that doesn't worship the Silver Flame takes 15 damage upon entering the shrine, and another 15 damage at the beginning of every round it spends in the shrine.

21. Second Floor Ambulatory

Exploration Encounter

This ambulatory is much the same as the other.

Light: None

Several small alcoves along this wide corridor have statues depicting prominent deceased members of the church.

Ending the Adventure

The day after the battle, if the mission ended well, Queen Diani ir'Wynarn decrees the threat to be at an end. Life in the city returns to normal fairly quickly as the citizens begin rebuilding.

The faithful of the Silver Flame start to rebuild their damaged cathedral as well. On the first day of reconstruction, Jaela Daran summons the heroes to the church's sanctuary. In full view of many faithful, she proclaims them "Saviors of the Flame" and decrees that they are to be treated as honored guests whenever they visit.

Jaela requests the return of *Flame's Champion*. If a member of the party is a follower of the Silver Flame, she might instead offer the magic sword to that hero, making him or her a Knight Militant of the Church.

Word of the heroes' great deeds spreads throughout Thrane in the following weeks. The characters are offered free room and board in Flamekeep's best inns. Citizens buy them drinks and ask them to recount their adventure.

Alyphe commends the heroes for their deeds and promises to come to their aid whenever they call, provided that such aid falls in line with the precepts of her church and doesn't interfere with her duties.

If the heroes recovered the Brelish gold still in Roslof's possession and returned it to Wroat, House Medani gifts them with a golden token bearing the symbol of the house. This token gains the heroes favors from House Medani, as you see fit. If a member of the party has been attempting to join the ranks of House Medani, he or she might now be welcomed into the fold.

The Price of Failure

If the adventurers fail to slay the avatar of Bel Shalor, it flees the cathedral, perhaps taking the souls of the slain with it. In time, the demon grows to full power. It works to destroy the Church of the Silver Flame and release the other demons bound within the Silver Flame. This activity could result in a whole new series of adventures in which the surviving heroes find new allies to replace their fallen comrades and seek out Bel Shalor.

About the Author

Craig Campbell is an architect by day and a D&D player, DM, and freelancer by night. His most recent *Dungeon* credits include "Grasp of Thalarkis" in *Dungeon* 203 and "Starhaunt" in *Dungeon* 207, which he also co-authored with Chris Perkins. When Chris enlisted him to co-author "Dark Lantern," Craig thanked Bel Shalor for the opportunity to design a grand temple and then immediately destroy it.

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The Elder Elemental Eye

A D&D® adventure for characters of levels 1-3

By Peter Sleijpen and Chris Sims

Illustrations by Eric Belisle, Adam Rex, and Steve Ellis

Cartography by Jason A. Engle

Adventure Background

Long ago, the Sabrak clan of dwarves, in an effort to restore the clan's lost power and status, meddled with dark forces in the Sunset Mountains. The dwarves succeeded only in creating their own isolation and madness. Their clan grew smaller and ever more degenerate. Today, only the three brothers who lead the clan and a handful of other dwarves remain.

Of the three brothers, Zarnak is the oldest and most powerful. He is a seer whose mind was shattered long ago when it came into contact with an ancient evil known as the Elder Elemental Eye. Through Zarnak, the middle brother, Azryg, learned to master the elements. The youngest, Jakairn, serves the family out of misguided loyalty and fear of his brothers.

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Maddening visions recently made Zarnak aware of an ancient temple dedicated to Ghaunadaur, the god of oozes and aberrant creatures, near the crossroads village of Easting. Deep within the shrine, instead of a secret sanctum of Ghaunadaur, Zarnak found a hidden intrusion of the abyssal plague into the world. He also mastered a way to control the affliction and its victims, who eventually die or become plague demons.

Thinking the plague demons can provide him with a limitless supply of soldiers for a conquering army, Zarnak gathered his brothers and servants in the old temple. The mad seer plans to start his conquest in Easting, spreading the plague and creating as many demons as he can.

Adventure Summary

The following is a summary of each session.

Chapter One

At the behest of the leaders of the trade city of Iriaebor (a city in the Heartlands of the Forgotten Realms), the party sets out to investigate a mysterious plague in the crossroads village of Easting. The search leads the adventurers toward the plague's source, which is a secret shrine in the Sunset Mountains.

Session 1: Characters investigate the outbreak in Easting. Arriving in the village, the adventurers find it in the grip of fear. The outbreak proves all too real. Easting's two leaders, Father Evendur and Sir Arveen, are not sure what to do with the infected. Before the adventurers can help to make a decision, some of the victims turn into demons and attack. In the end, the characters capture one of the cultists responsible for the problem—Jakairn Sabrak.

Session 2: Jakairn's interrogation reveals that a cult of Ghaunadaur is spreading the plague. The cult's hideout is the Sunset Shrine a few hours south of Easting. En route to the shrine, cultists attack the characters at a river crossing.

Session 3: The badlands surrounding the Sunset Shrine are difficult to traverse and far from safe. In the badlands, the characters encounter two drow scouts and their spider pets. After initial hostilities, these dark elves can provide useful information.

Chapter Two

The heroes discover that an abandoned shrine of Ghaunadaur has become the haven for a cult of Elder Elemental Eye worshipers.

Session 4: After an extended rest, the adventurers prepare to enter the Sunset Shrine. While entering the shrine, the characters trigger magical wards and elemental guards appear.

Session 5: Inside the shrine, Azryg Sabrak and other cultists attack the characters. With the defeat of these guardians, the adventurers can explore part of the shrine and rescue a hostage who can provide some cryptic but significant information.

Session 6: The party finishes exploring the shrine's upper level, meeting only a little resistance. That changes as the characters face the crazed guardians of the temple's Great Shrine.

Session 7: To delve deeper into the temple, the characters need to pass the Great Shrine's altar, which turns out to be a monstrous azure jelly. Once the ooze is killed, the path into the real sanctum, the Temple of the Eye, opens. The characters have time to take a safe extended rest.

Chapter Three

The adventures delve into the heart of the temple. They finally destroy the source of the abyssal plague in the Temple of the Eye. After a triumphant return to Easting and Iriaebor, the party faces Tharizdun cultists bent on taking vengeance in the city streets.

Session 8: The characters pick one of four elemental paths through a maze. Magic, hazards, and guardians make the path difficult. Eventually, the adventurers arrive at the Temple of the Eye, where they must fight twisted elementals and demons to gain access to portals into the temple's deepest heart—the Black Cyst.

Session 9: Instead of arriving in the Black Cyst, the adventurers find themselves trapped in a nightmarish reflection of Easting. To escape from this mindscape before it is too late, the characters need to unlock the hopeful elements of the environment and kill the creature whose mind keeps the party bound.

Session 10: The mindscape collapses, and the characters arrive in the Black Cyst to confront the mad dwarf seer Zarnak and his pool of Voidharrow. While dealing with Zarnak, or afterward, the party must also destroy or purify this source of the abyssal plague. The task complete, the heroes can return to Easting in safety. The village is saved.

Session 11: Days later, the characters have returned to Iriaebor to report success. While enjoying their rewards, the characters meet a disguised drow who warns that the threat of Tharizdun is not at an end. A heretic drow leads bold cultists of the Elder Elemental Eye to take vengeance on the heroic adventurers. In the end, the heroes have the key to further adventure in their hands.

Lesser Abyssal Plague

The characters have a chance to catch the abyssal plague in this adventure. The disease's progression appears below.

Lesser Abyssal Plague **Level 3 Disease**

Those infected by this disease slowly develop oozing sores, blisters, and growths that appear as crimson crystal laced with veins of silver and flecks of gold.

Stage 0: The target recovers from the disease.
Stage 1: While affected by stage 1, the target exhibits sores and growths across 10% of the body and loses a healing surge.
Stage 2: While affected by stage 2, the target has sores and growths over 50% of the body and loses a healing surge. The target also takes a –2 penalty to AC, Fortitude, and Reflex.
Stage 3: While affected by stage 3, the target has sores and growths over 90% of the body. The target also takes a –2 penalty to AC, Fortitude, and Reflex, and is slowed. In addition, the target becomes increasingly disoriented and chaotic as the demonic nature of the disease takes hold.
Check (Stage 1 or Stage 2): At the end of each extended rest, the target makes an Endurance check.
8 or Lower: The stage of the disease increases by 1.
9–12: No change.
13 or Higher: The stage of the disease decreases by 1.
Check (Stage 3): At the end of each extended rest, the target makes an Endurance check.
8 or Lower: The target dies.
9–20: No change.
21 or Higher: The target transforms into a plague demon chaos lasher.

Chapter 1

Leaders in Iriaebor have hired the characters to go to the village of Easting to investigate rumors of a plague. The action starts after the characters have agreed to undertake the task.

Session 1: Easting Plague

The adventure begins as the party arrives in Easting.

When you're ready to start, read:
Leaders of the city of Iriaebor have hired you to go to the village of Easting and investigate rumors of an outbreak of abyssal plague, a disease that can turn its victims into demons. Easting is at a crossroads where the High Road to Cormyr splits from the Trader's Road to Westgate. The village is too important a stop on the trade route to lose.

Iriaebor's leaders paid you each 50 gp in advance, with the promise of more if something is amiss and you are instrumental in solving it. Your job is to verify whether the rumors are true and, if so, put an end to the disease by whatever means necessary. They left it to your discretion how to accomplish this task. Considering the plague's supernatural nature, they hinted that swift destruction of its source and victims might be the only way to stop it.

Prompt the players to introduce their characters. The adventurers have been traveling together for two days and are already acquainted if not friends.

Knowledge

All the characters have heard of the plague and its supposed ability to turn victims into demons. They know Easting is a small farming and trading village. Knowledgeable individuals among the characters help the players learn more. Anyone who has training in the indicated skill knows the associated facts.

Arcana: The plague does create demons, bestial creatures of destruction that are intent on spreading the contagion and increasing their numbers. Wounds from such a demon can infect a victim with the plague.

Heal: Creatures infected with the plague develop oozing sores, blisters, and growths of crimson crystal laced with veins of silver and flecks of gold. Roughly half of those infected survive. A quarter of the victims die, and all others turn into demons. The disease can also spread in food and drink.

History: Easting's people earn their living by farming, mostly livestock, and serving trade caravans bound for Iriaebor, Cormyr, or Westgate.

When the players are ready, read:
After a long day on the road, you have arrived in Easting. A wide road leads into Easting's central square, which has a large, tree-shaded pond in the middle. Wooden houses line the streets. A three-story building in the village square looks more like a fortress than a house; a wooden sign showing an ox drinking from a barrel hangs above its main door. Across from it stands a white-plastered temple.

Not a soul stirs on the streets. All doors and shutters are closed. The smell of smoke is strong. A building burned to its foundation is the closest structure to the village's edge.

Exploring the Village

Citizens have barricaded themselves inside their homes. Unwilling to open up, but relieved that help has finally arrived, they talk through shut doors or shutters. With little coaxing, the citizens direct the characters to the temple where Father Evendur and Sir Arveen are holed up. Four places might be of interest to the adventurers, shown in the order that the characters reach them on the main road from the outside of the village.

Burned Building: This is the remains of a large house. Nearby are five hastily dug graves that are fresh. In these graves, the characters can find the burned remains of humans of various ages. If the

characters dig up the graves, they find that the deceased died in the fire.

Perception DC 12: Tracks show that people tried to prevent nearby buildings from catching fire, but nobody tried to put out the fire on this building. Doors and windows in the burned building were barricaded from the outside.

Heal DC 12: If the characters dug up the graves, they also discover some of the dead were clearly infected with the Abyssal plague.

Chauntea's Temple: Chauntea, the Great Mother, is the primary deity in Easting. Her temple is a large, open stone building. Its white walls have large windows, and grape vines and roses climb the aging plaster. At the front door stands a marble statue of a woman, lambs around her feet. A simple altar is in the building's center. One exit leads back outside into a walled flower garden and a small stone cottage. In the garden, Father Evendur and Sir Arveen are discussing what to do next (see Heated Discussion, below).

Shrine of Tears: At the feet of a great oak near the town center is a small makeshift altar with the remains of incense and blood. A triangle containing three teardrops has been carved into the altar.

Religion DC 8: The symbol is that of Talona, goddess of disease. The shrine is an attempt to appease her, a sign of the fear that has the town in its grip.

The Thirsty Ox: The town's large inn and tavern also serves as a caravanserai, with a public shelter and storage barn nearby. Doors to this barn are barricaded from the outside. A young swordsman in leather armor stands guard alongside two sturdy commoners armed with pitchforks.

The lad is Hendar, the devoted squire of Sir Arveen. He is tired but friendly toward strangers. The two farmhands are Narth and Randal. Grim and taciturn, they (like Sir Arveen) believe the plague victims need to be killed to save the rest of the village.

Hendar tells the characters that Sir Arveen, the town's most able warrior, brought all infected villagers to the barn after recent events (the house burning). The town's leaders, Father Evendur and Sir Arveen, are discussing what to do next in the temple. Until a decision is made, nobody is allowed to enter the barn. Proceed with the **Outbreak** tactical encounter, on the next page, if the party opens the barn despite this prohibition.

Heated Discussion

Characters approaching the temple can hear an argument in the nearby garden. The characters catch a part of the dialogue as they approach.

When the characters can hear clearly, read:

Loud voices disturb the temple's serenity. One has the quality of an elderly male, the other is a strong female voice.

The male says, "I have known most of these people since they were born, and you want us to kill them? Not all turn into demons! Are you sure the disease is not speaking through you?"

The female replies, "If I die, no one can help you if they do turn. What happens then?"

Without outside interference, the two continue to argue and come to no agreement. Discussion stops once the characters arrive, and both leaders rise to greet the adventurers. The two leaders can relate the following after the characters identify their purpose,

- The first symptoms appeared about a tenday ago. Arveen and Evendur can share any information about the plague that the characters do not know.
- Several villagers showed signs of infection at the same time. No signs of demons have been found near the village, making it unclear where the disease originated. This has the leaders worried about an outside influence.
- Messengers left immediately to seek help, since the village lacks the resources to deal with the abyssal plague. The characters are the first help to arrive.
- Two days ago, one of the victims turned into a demon. Arveen killed the creature, but not without suffering a serious wound. She is now infected. Shortly after the fight, fearful citizens locked the others of that victim's family up in their house and burned it down. Five people died a horrible death before Arveen and Evendur could restore order.
- In the last two days, Arveen gathered all the infected people, eleven total, in the communal barn. All current victims have been gathered as far as the leaders know.
- Evendur thought Arveen gathered the sick to make caring for them easier, but now she wants to give them a quick and merciful death before taking her own life. Evendur thinks the plan is ridiculous—not all infected turn into demons, and some survive. Arveen feels her tactic is best for the town. She cannot protect the people much longer, and without her, they do not stand a chance against the demons.
- Evendur knows the Cure Disease ritual (*Player's Handbook*®, page 303), but the temple lacks the components to cast the ritual even once. (Jakairn has *residuum*, a silvery powder that serves as a ritual component—see the Reward section of the **Outbreak** tactical encounter on page 70.)
- Neither Evendur nor Arveen is willing to budge at first, but they can be swayed. Evendur is correct that some die from the disease and others recover. Only a few might turn into demons. Arveen is correct that a few demons could be too much for the villagers.

At some point, Evendur and Arveen suggest that the characters examine the sick villagers. Maybe the two of them missed an important clue about the disease's origin, or the adventurers can do something to ease the victims' suffering. The leaders guide the characters to the barn, where trouble starts. Proceed with the **Outbreak** tactical encounter on the next page.

Outbreak

Encounter Level 1

Setup

Jakairn Sabrak, dwarf prowler (J)
4 plague demon chaos lashers (L)

Jakairn Sabrak has been watching Easting. When the characters arrived in the village, he quickly sent a message to his superiors and sneaked into the barn through a back door.

When the characters arrive at the barn, Sir Arveen opens the doors nearest the road to allow entrance.

When the doors open, read:
Inside, the barn smells of rotting meat, sweat, and dirty straw. Visible in the dim light are several sick humans on makeshift beds. One of the sick shouts a hoarse warning as the doors open. A frog-like monster with bulbous glowing eyes and red plating on its skin moves out of the shadows.

Neither side is surprised. Roll initiative and begin the battle with the characters near the doors Arveen opened.

Allied NPCs

Father Evendur, Sir Arveen, and Hendar stay out of the way and move the sick civilians away from the battle while the characters deal with the monsters. The two peasant guards flee as soon as combat begins. You can use the nonplayer characters (NPCs) who stay to add to drama to the encounter. A monster might threaten them, or one of them might help a character out of a tight spot. In any case, the NPCs recognize Jakairn as a local tinker and are surprised to see him acting against the characters. They advise against killing the dwarf.

Tactics

Jakairn: This red-haired dwarf lurks around the fringes of the fight and tries to stay hidden. He attacks whenever he has a good opportunity. The demons do not consider him to be an ally, so he keeps his distance from them as much as possible.

Although he intends to kill the adventurers before they can disrupt the cult's plans, Jakairn is a coward. He hastily surrenders when cornered, bloodied, or when all the demons are gone. Unwilling to risk fleeing, he exclaims that he was forced to act against the village and has valuable information.

Plague Demons: The demons favor targets that are not yet infected and easy to see, which works in Jakairn's favor. Each demon picks an enemy and tries to grab it and pull it away, possibly to the barn's second floor. They snap at one another—in a roleplaying sense, not literal attacks—if they pick the same target. Each demon switches targets when its current one becomes bloodied or unconscious. When bloodied, the demons' rage takes over. Only then do they go for the kill.

Features of the Area

Illumination: Bright light (sunlight) outside. The barn's back room is dimly lit unless the doors and windows are opened. In that case, the whole area is brightly lit.

Barn: This wooden building is 20 feet high. It has two floors, with double loft doors and a block-and-tackle above the main doors nearest the road. Makeshift beds and straw cover the floor, except where storage containers are stacked in the rear room. Inside is a large opening in the ceiling (as shown on the map), with ladders leading to the straw-covered upper floor.

Windows: The shutters of these glassless windows are barred. A successful Athletics check (DC 12) as part of any movement is enough to crash through them.

Bushes: A square containing one of these plants is difficult terrain and lightly obscured.

Civilians (C): The seven sick villagers are treated as difficult terrain. Villagers are noncombatants with defenses of 10 and 1 hit point each.

Jakairn Sabrak, Dwarf Prowler (J) **Level 3 Lurker**
Medium natural humanoid

HP 39; **Bloodied** 19 — **Initiative** +8
AC 17, **Fortitude** 15, **Reflex** 16, **Will** 14 — **Perception** +6
Speed 5 — Low-light vision

Traits

Shadow Manipulation
Jakairn can make a Stealth check to become hidden when he has cover or concealment instead of needing superior cover or total concealment. He remains hidden after moving if he has cover or concealment after he ends the move.

Stand the Ground
Jakairn can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed
Jakairn can make a saving throw to avoid falling prone when an attack would knock him prone.

Stealthy Step
Jakairn takes no penalty to Stealth checks for moving more than 2 squares, and he takes only a -5 penalty if he runs.

Unseen Strike
Jakairn deals 5 extra damage to any target that couldn't see him at the start of his turn.

Standard Actions

⨁ **Battleaxe** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d10 + 4 damage.

Handaxe (weapon) ✦ **At-Will**
Attack: Ranged 5 (one creature); +8 vs. AC
Hit: 1d6 + 4 damage.

Skills Bluff +7, Stealth +9, Thievery +9

Str 12 (+2)	**Dex** 17 (+4)	**Wis** 10 (+1)
Con 15 (+3)	**Int** 10 (+1)	**Cha** 12 (+2)

Alignment evil — **Languages** Common, Dwarven
Equipment leather armor, battleaxe, 3 handaxes

4 Plague Demon	Level 1 Skirmisher
Chaos Lashers (L)	
Medium elemental beast (demon)	
HP 30; **Bloodied** 15	**Initiative** +5
AC 15, **Fortitude** 13, **Reflex** 14, **Will** 12	**Perception** +1
Speed 8	Darkvision
Traits	
Lone Predator	
If the demon hits an enemy that has no other creatures adjacent to it, the demon deals that enemy 1d6 extra damage.	
Pulling Grab	
The demon can attempt to move a grabbed target as part of any action during which the demon also moves.	
Standard Actions	
⊕ **Bite** (disease) ✦ **At-Will**	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 4 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts lesser abyssal plague (stage 1).	
⸸ **Lashing Assault** ✦ **Recharge** when the demon hits with *bite*	
Requirement: The demon must have no creature grabbed.	
Effect: The demon shifts up to its speed and makes the following attack at any point during this movement.	
Attack: Melee 1 (one creature); +4 vs. Reflex	
Hit: 1d8 + 4 damage, and the demon grabs the target (escape DC 12).	
Minor Actions	
⸸ **Tongue Lash** ✦ **At-Will**	
Requirement: The demon must have no creature grabbed.	
Attack: Melee 2 (one creature); +4 vs. Reflex	
Hit: The demon slides the target 1 square.	
Triggered Actions	
Variable Resistance ✦ **Encounter**	
Trigger: The demon takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The demon gains resist 5 to the triggering damage type until the end of the encounter.	
Str 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)	
Con 14 (+2) **Int** 2 (-4) **Cha** 10 (+0)	
Alignment chaotic evil **Languages** –	

House: This wooden cabin is 10 feet high with a flat roof. The walls can be climbed (Athletics DC 12).

Rocks: This rubble is difficult terrain.

Spring: This pool is difficult terrain at the edges and 5 feet deep in squares that touch no land.

Storage Containers: These containers are tightly stacked and 5 feet high, making them blocking terrain that can be climbed (Athletics DC 8). The area atop them is difficult terrain.

Trees: Smaller trees are 20 feet tall, and the larger one near the pool is 30 feet tall. Their trunks are blocking terrain that can be climbed (Athletics DC 8). Above half a given tree's height, thick leaves render the tree's area lightly obscured.

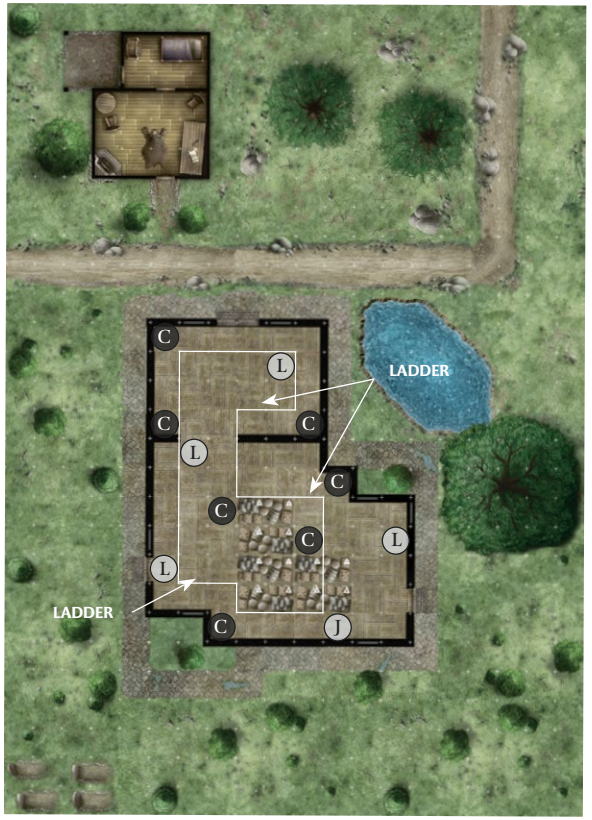
Conclusion

Questioning Jakairn and dealing with the surviving victims is part of the next session. If any character contracts lesser abyssal plague, see the disease progression on page 68.

Reward

The characters gain 250 XP for fighting the plague demons at the barn, exploring Easting, and interacting with the villagers.

Treasure: After the fight, to help the characters on their quest, Sir Arveen offers a level 3 magic item and Father Evendur gives the adventurers one *potion of healing*. Jakairn has a pouch that contains *residuum* worth 25 gp per character. Combined with the components Father Evendur already has, the *residuum* is enough for him to cast Cure Disease once. If the characters use the *residuum* to help Evendur cure Sir Arveen instead of a party member, the priest gives the characters one *potion of healing* each.



Session 2: Across the River

As the session begins, summarize previous events.

- The Merchant Council and Lady Bron of Iriaebor asked the characters to investigate an outbreak of the abyssal plague in the village of Easting.
- The adventurers found the rumors to be true and Easting in the grip of fear.
- The village's leaders, Father Evendur and Sir Arveen, gathered the infected in one place but were unsure what to do next. Arveen, infected herself, wanted to kill the plague victims, but Evendur objected. They asked the adventurers for advice.
- Before the heroes made a decision, a few of the victims turned into demons and attacked their guardians. Characters might have contracted the plague after the fight.
- The characters captured one of the villagers, the dwarf Jakairn, alive. He is somehow in league with the demons, although this fact surprises the village leaders who think the dwarf is a local tinker.

The last session ended with the the characters defeating a group of newly formed plague demons and capturing Jakairn. The characters have not yet questioned the dwarf, nor have they decided what to do with the plague victims.

Questioning Jakairn

Although Jakairn quickly surrendered, he comes from a family rife with insanity and is a nervous wreck.

At first, he sticks to his story—he's a simple tinker who got caught up in affairs beyond his understanding. He professes ignorance as to why he attacked the characters, suggesting he might have been possessed by a demon. The story is unlikely, especially since the characters can detect no magic and no telltale signs of a demonic possession (Arcana check or Religion check DC 12; Insight DC 17 to detect the bluff).

If pressed for the truth, Jakairn panics, turning into a shrieking wreck. A successful Insight check (DC 8) shows he fears for his life. A result of 19 or higher reveals Jakairn suffers from some kind of mental instability that could make him shut down if driven to too much fear.

It takes time and assurances (a few successful Bluff, Diplomacy, or Intimidate checks, DC 12, made during roleplaying) to calm him down. Intimidation works only in combination with another character acting (with Diplomacy or Bluff) to restrain the intimidator from carrying out his or her threats. Otherwise, intimidation and any sort of violence work against the characters, each event counting against the number of successes the characters gain. If a character gains this sort of failure, a successful Insight check (DC 12) identifies the problem.

Once he is cooperative and calm, Jakairn is willing to tell the truth. He first wants oaths that no one plans to kill him, and that the adventurers are willing to take out his brothers. Until such guarantees are given, Jakairn reveals only that his brothers are dangerous spellcasters behind the trouble in Easting. The dwarf also wants a proper trial for his crimes, which Evendur and Arveen can promise (see below). He is confident he can escape any jail.

Evendur and Arveen are unsure what to do with Jakairn. Both are unwilling to lie to Jakairn or torture him, and they try to persuade the characters to do neither. If Jakairn is even partially responsible for the plague, they want him to face trial.

Once ready to talk, Jakairn can provide the following information. These revelations are all true except where noted below.

Who are you? *"A dwarf. Jakairn of Clan Sabrak. Just a dwarf, I swear."*

Sabrak means "broken" in Dwarven, and it is an unlikely clan name. If asked about it, Jakairn

Character Profile: Jakairn

Jakairn told the villagers in Easting that he is a wandering tinker fed up with the traveling life. He settled in Easting a few months ago. Although he is a skilled tinker, he is also a Sabrak dwarf (see the Adventure Background) who developed minor abilities in shadow magic instead of his brothers' affinity with the elements. He is in the village to spy and to make sure the attempt to spread the plague succeeds.

Goals: To survive, to escape his insane brothers, and to remain free.

Key Traits: Deceitful and cowardly, Jakairn always looks for a better deal, desperately trying to appease those more powerful than he is. The dwarf is more likely to tell others what he thinks they want to hear than to tell the truth.

Motivation: Greed and fear are Jakairn's primary motives, and both are closely related. Saner than most of his clan mates, Jakairn wants to have the resources to escape the grip of his mad family.

Fears: Jakairn fears losing himself, whether to death, to insanity, or to dead-end familial loyalty.

Weaknesses: Jakairn lacks willpower. He has trouble seeing anything through if doing so requires him to sacrifice.

Mannerisms and Physical Characteristics: Jakairn is a pot-bellied redheaded dwarf of about 30 years. He plays the witless victim whenever doing so is useful. If he loses his cool, he freaks out, his face twitching and voice changing from moment to moment.

explains that his clan was cast out of its original home and has dabbled in dark powers for generations. His ancestors were likely called this and started using it as their name.

Where are you from? *"My family has always been on the move. We always move. But now they live in the ruins of a temple, south of town."*

Temple? *"My brother Zarnak said it was a temple to That Which Lurks. The clan is restoring it to appease the god . . . to gain its favor. They spread the plague in this thing's name, each victim a sacrifice."*

Religion DC 8: That Which Lurks is a title of the deity Ghaunadaur, the greater god of oozes and aberrant creatures. Ghaunadaur revels in suffering, and his symbol is an unblinking eye within a circle.

Why are you here? *"I'm just a spy. I'm nothing! My mission is to alert my brothers if something changes, like when messengers went to Iriaebor or you arrived. I'm nothing."*

If asked, Jakairn revels that he already used a magic scroll to send a message to the temple about the party. He has no scrolls left to send another message.

What do you know of the abyssal plague? *"Zarnak gave me a vial of red liquid with gold flecks. I poured it into the central spring. That's all I know. That's all!"*

Father Evendur agrees to quarantine the spring until it can be determined whether it is still contaminated.

Who are your brothers? *"I'm the youngest. Zarnak is the eldest, a seer. His visions lead him to dark places . . . and the clan follows. Azryg is my other brother, a sorcerer with powers like a volcano and a temper to match."*

What do your brothers want? *"They never tell me anything important. Anything! And I don't want to know. They'd take my eye or hand just for asking or . . . or hesitating. Maybe Zarnak thinks he can control the demons. I don't know!"*

Where can we find your brothers? *"The Sunset Shrine. Zarnak calls the temple that. It's about a day's travel south of here in the badlands around Land's Mouth. The entrance is between the Teeth of Ghaunadaur, a set of black spires that look like tentacles, especially under the moon."*

History DC 8: Land's Mouth is an area of badlands where a large cavern collapsed decades ago.

History DC 12: Legends of this area do speak of peculiar spires called the Teeth of Ghaunadaur. They should be south of this village near Land's Mouth.

What can you tell us about the temple? *"Nothing! I wanted out of there as soon as possible. It whispers and watches. I hate it. I hate it!"*

Insight DC 12: Although his hatred of the place is real, Jakairn is hiding something. If pressed, he reveals the entrance has a trap and a pass phrase that disables it. The phrase is "That Which Lurks devours all."

Can you take us there? *"No. It'll kill me. They'll kill me. You can't make me go. I won't. I won't!"*

Jakairn would rather die than risk facing his brothers. He is unwilling to budge on this point.

What can we do to stop the plague? *"Zarnak works deep in the temple. Deep. He never showed me where, and I'm glad of it. The source of the plague must be there. He told us not to worry about falling sick, so he must have a cure there, too. Or he must control the plague. One or the other. He must."*

The truth is Zarnak controls the plague. Jakairn truly doesn't know how the mad seer prevents the Sabrak dwarves from contracting the disease.

What forces do your brothers command? *"The clan serves them, dwarves like me. Azryg also has control of some elementals. Zarnak was happy, not long ago, about recruiting new allies, but I don't know what or who they are. Never met them. Don't want to. Nope."*

Sick Villagers

Before the characters go to the Sunset Shrine they need to make a decision about the infected villagers.

Diagnosis

A character who has training in the Heal skill can diagnose the sick.

DC 8: The disease is a weak strain but nevertheless quite potent. Most of the victims should survive if given ample food, water, and rest. The character can give instructions for the victims' care, which Father Evendur volunteers to oversee. Several of the victims seem worse off than the others, including Sir Arveen.

DC 12: Only four villagers, including Sir Arveen, are in the disease's final stage. Within the next few days, those who are severely infected should either die or transform. Other patients have more time. the disease spreads only through wounds and ingestion, not through the air, so those who keep away from the sick and the corrupted spring should be okay.

Hard Choices

Sir Arveen agrees to allow those who are not severely infected to remain under Father Evendur's care. The knight wants the severely infected (including her, if it comes to that) killed for the good of the town. A DC 12 Bluff, Diplomacy, or Intimidate check can change her mind. In any case, Sir Arveen sends her squire, Hendar, to Iriaebor to warn the city about events in Easting.

Road Trip

By now it's clear that mad cultists are the source of the plague. The cultists are hiding in a temple of Ghaunadaur about a day's travel south of town in badlands unsuitable for mounted travel. Haste is required. After the characters depart, run the River Crossing tactical encounter on the next page.

River Crossing

Encounter Level 2

Setup

1 Sabrak acolyte (A)
1 Sabrak bolter (B)
4 Sabrak warriors (W)
2 lesser earth elementals (E)

A few hours south of the village, in a marshy river valley, the characters run into cultists sent to kill them. Place the characters' miniatures in the start area shown on the map.

When the encounter begins, read:
Having made good time, you enter a marshy river valley. You find a slow and narrow part of the river to ford when, suddenly, two humanoid creatures composed of rock rise from the earth to confront you. Moving over a ridge and among the vegetation on the river's far side, several chain-mail-clad dwarves take aim at you with their crossbows.

A male dwarf who has wild black hair and wears purple robes steps from behind a tree across the river. "We expected to find you in Easting," he says. "No matter. Here or there, you are a worthy sacrifice for our master."

Tactics

Sabrak Acolyte: This male dwarf raves and blusters as the fight rages. He avoids melee, using *earth stomp* to push determined attackers away.

Sabrak Bolter and Sabrak Warriors: These archers spread out and shoot at the characters from cover or concealment. They focus on different targets, preferring the characters using ranged attacks and those without cover. These dwarves suffer various levels of madness, so they might take reckless actions.

Earth Elementals: These elementals block easy access to the riverbank, trying to keep the characters from the river's far side. Once the characters make it to the other riverside, the elementals focus on defending the acolyte.

Features of the Area

Illumination: Bright daylight.

Bushes: A square containing one of these plants is difficult terrain and lightly obscured.

Fallen Logs: These rotting tree trunks are difficult terrain and high enough to provide cover.

Rocks: This rubble is difficult terrain.

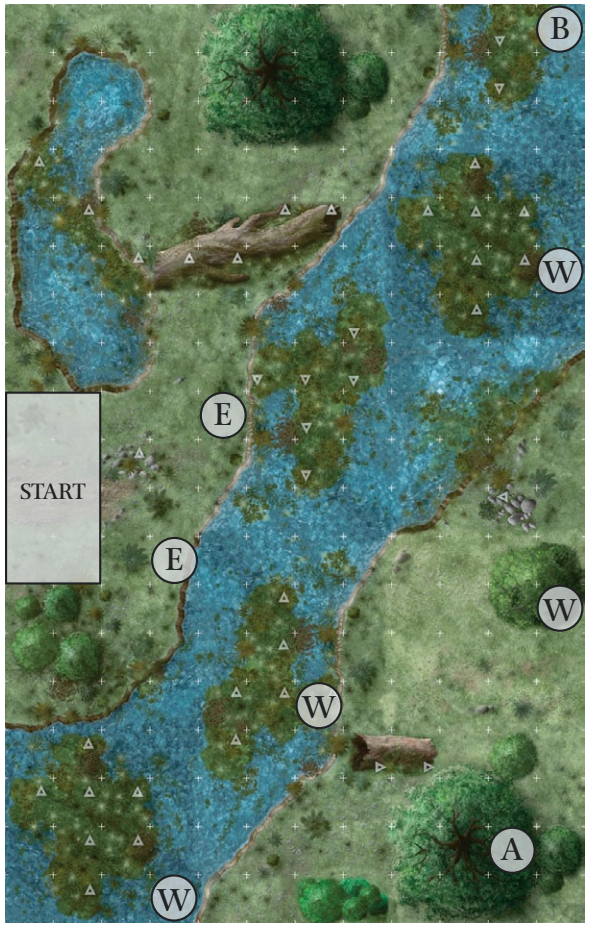
Trees: The larger trees are 20 feet tall, and the smaller one near the center edge of the map is 10 feet tall. Their trunks are blocking terrain that can be climbed (Athletics DC 8). Above half a given tree's height, thick leaves render the tree's area lightly obscured.

Water: The river is difficult terrain at the edges and where otherwise noted. It is 5 feet deep in squares that touch no land and have no difficult terrain symbol.

Conclusion

With the defeat of the dwarves, the characters are free to proceed toward the badlands to the south and Sunset Shrine somewhere within.

Prisoners: If the characters capture any dwarves, they prove uncooperative. They are fanatic cultists and quite insane, willing to die for the cause. At first they try to pass themselves off as ordinary bandits, but if pressed (Intimidate check or Diplomacy check DC 19), they start to rave about the end of the world and how the Sabraks are destined to gain a better position in the world to come. They can reveal the same information Jakairn did, but they make much less sense while doing so. They claim to worship Ghaunadaur.



Sabrak Acolyte (A)	Level 3 Artillery (Leader)
Medium natural humanoid, dwarf	
HP 39; **Bloodied** 19	**Initiative** +1
AC 17, **Fortitude** 15, **Reflex** 14, **Will** 16	**Perception** +6
Speed 5	Low-light vision
Traits	
Stand the Ground	
The acolyte can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.	
Steady-Footed	
The acolyte can make a saving throw to avoid falling prone when an attack would knock it prone.	
Standard Actions	
Burning Warhammer (fire, weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d10 damage plus 1d6 + 2 fire damage.	
Mind Lightning (lightning) ✦ **At-Will**	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: 1d12 + 4 lightning damage, and the target grants combat advantage until the end of the acolyte's next turn.	
Earth Stomp ✦ **Recharge** when first bloodied	
Attack: Close burst 1 (enemies in the burst); +6 vs. Fortitude	
Hit: 1d12 + 4 damage, and the acolyte slides the target up to 2 squares and knocks it prone.	
Effect: The acolyte or one ally in the burst slides 1 square.	
Skills Arcana +7	
Str 11 (+1) **Dex** 10 (+1) **Wis** 10 (+1)	
Con 15 (+3) **Int** 13 (+2) **Cha** 17 (+4)	
Alignment chaotic evil **Languages** Common, Dwarven	
Equipment robes, warhammer	

Religion DC 12: Although Ghaunadaur loves the suffering of all living creatures, he has no doctrine that might lead his followers to seek the end of the world.

Reward

Each character gains 400 XP for questioning Jakairn, deciding what to do with the infected, and dealing with the cultists.

Treasure: The dwarves carry valuables worth 25 gp per character. One of these items is a silver necklace with a rough symbol like that of Ghaunadaur, an eye within a left-handed spiral (Religion DC 8 to identify; DC 19 to see that the spiral is symbolically significant, suggesting a different cult or religion). The acolyte also carries one random level 2 magic item.

Sabrak Bolter (B)	Level 2 Artillery
Medium natural humanoid, dwarf	
HP 33; **Bloodied** 16	**Initiative** +4
AC 16, **Fortitude** 14, **Reflex** 15, **Will** 13	**Perception** +5
Speed 5	Low-light vision
Traits	
Stand the Ground	
The bolter can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.	
Steady-Footed	
The bolter can make a saving throw to avoid falling prone when an attack would knock it prone.	
Standard Actions	
Warhammer (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 3 damage.	
Crossbow (psychic, weapon) ✦ **At-Will**	
Attack: Ranged 15 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage, plus 1d6 psychic damage if the target has no cover.	
Str 14 (+3) **Dex** 16 (+4) **Wis** 8 (+0)	
Con 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)	
Alignment evil **Languages** Common, Dwarven	
Equipment chainmail, warhammer, crossbow, 20 bolts	

Session 3: The Hills Have Eyes

As the session begins, summarize previous events.

- The Merchant Council and Lady Bron of Iriaebor hired the characters to investigate rumors of an outbreak of the abyssal plague in Easting.
- A cult of Ghaunadaur, greater god of oozes and aberrant creatures, seems to be responsible for the plague in Easting.
- Characters might have contracted the plague after a battle in the village.

4 Sabrak Warriors (W)	Level 1 Minion Artillery
Medium natural humanoid, dwarf	
HP 1; a missed attack never damages a minion.	**Initiative** +3
AC 15, **Fortitude** 13, **Reflex** 14, **Will** 12	**Perception** +4
Speed 5	Low-light vision
Traits	
Dwarf Solidarity	
The warrior gains a +4 bonus to Fortitude and Will while adjacent to a dwarf ally.	
Stand the Ground	
The warrior can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.	
Steady-Footed	
The warrior can make a saving throw to avoid falling prone when an attack would knock it prone.	
Standard Actions	
Warhammer (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage, or 6 damage while the warrior is adjacent to a dwarf ally.	
Crossbow (psychic, weapon) ✦ **At-Will**	
Attack: Ranged 15 (one creature); +8 vs. AC	
Hit: 4 damage, plus 2 psychic damage if the target has no cover.	
Str 13 (+1) **Dex** 16 (+3) **Wis** 8 (-1)	
Con 15 (+2) **Int** 10 (+0) **Cha** 12 (+1)	
Alignment evil **Languages** Common, Dwarven	
Equipment chainmail, warhammer, crossbow, 20 bolts	

- Jakairn, a cultist captured in the same battle, revealed the location of the cult's temple, the Sunset Shrine, in the badlands south of Easting.
- Insane dwarven cultists attacked the characters in the badlands.

When the players are ready, read:

Beyond the river valley are rocky badlands. Only tough grass and thorny bushes grow here. Gullies form twisted paths among boulders, some rocks as big as houses. The sun is slowly moving toward the west.

2 Lesser Earth Elementals (E)	Level 2 Soldier
Small elemental magical beast (earth)	
HP 42; **Bloodied** 21	**Initiative** +1
AC 17, **Fortitude** 15, **Reflex** 12, **Will** 13	**Perception** +1
Speed 5, burrow 5	Tremorsense 5
Traits	
Earth Glide	
The elemental can pass through earth and rock as if it were phasing.	
Brittle Skin	
Whenever the elemental takes thunder damage, it takes a -2 penalty to all defenses until the end of its next turn.	
Standard Actions	
⊕ **Slam ✦ At-Will**	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the target cannot shift until the end of the elemental's next turn.	
Triggered Actions	
Overwhelming Stone ✦ Recharge when first bloodied	
Trigger: An enemy hits one of the elemental's allies with a melee attack.	
Effect (Immediate Reaction): Melee 1 (triggering enemy). The target falls prone.	
Str 17 (+4) **Dex** 6 (-1) **Wis** 11 (+1)	
Con 18 (+5) **Int** 5 (-2) **Cha** 6 (-1)	
Alignment unaligned **Languages** understands Primordial	

Skill Challenge: Navigating the Badlands

This challenge begins once the characters enter the badlands in search of the Sunset Shrine. Characters try to pick a path through the harsh environment while tracking their assailants at the river back to the shrine. Rough terrain forms a natural maze.

Complexity: 2 (6 successes before 3 failures).

Time Frame: Each successful scene represents about 1 hour of interaction and travel. Failed scenes take at least twice as long.

Crossing the Distance

Tell the players that traversing this terrain requires group Endurance checks.

Endurance (DC 12; group check): During each scene in which the characters have yet to succeed on the skill challenge, the characters must attempt this check in addition to the checks in the scene. Each character makes an Endurance check. The party gains one success or can cancel one failure if at least half the checks are successful.

Scene 1: Broken Path

Wide canyons and treacherous boulder fields make up the outskirts of the badlands. The characters come upon a rough ravine they must traverse.

Nature (DC 12): The character studies the landscape and picks the likeliest path for traversing the gorge safely. This check does not count as a success or failure on the skill challenge.

Acrobatics or Athletics (DC 19; DC 12 if the Nature check succeeded): The character leads the way along the roughest terrain, preparing the way for others. One character can use Acrobatics or Athletics to assist this leader. If this check is a failure, any character who fails his or her group Endurance check loses 1 healing surge to minor injuries.

Scene 2: Keeping the Trail

After the ravine, the characters must attempt to find the cultists' trail again, and keep it.

Nature (DC 19): The geography holds clues for the likeliest and safest path, but the valleys of the rough hills offer numerous choices. This check does not count as a success or failure on the skill challenge.

Perception (DC 19; 12 if the Nature check succeeded): The character successfully finds the tracks of the cultists. A successful check indicates the characters quickly find the trail and make good progress. If this check is a failure, the characters lose time searching for the tracks.

Scene 3: High View

The characters arrive atop a ridge of bare rock near the middle of the badlands between Easting and the Sunset Shrine. The cultists' trail is cold here, but visible from the viewpoint are the black rock spires that make up the Teeth of Ghaunadaur.

History (DC 19): The character identifies the Teeth accurately from old legends. This check does not count as a success or failure on the skill challenge.

Nature (DC 19; DC 12 if the History check succeeded): The character picks the likeliest path to continue toward the hidden temple. If this check is successful, after about an hour, the party comes across the cultists' camp from the night before (see below). A failed check indicates the characters wander and backtrack until the discovery of the dwarves' camp puts them back on the right path.

Deserted Campsite: Remains of a small fire, food scraps, a nearly empty bottle of dwarven whiskey, and a wooden holy symbol of Ghaunadaur can be found. The symbol is an eye within a left-handed spiral (Religion DC 8 to identify; DC 19 to see the spiral is symbolically significant, suggesting a different cult or religion). Tracks and signs indicate about half a dozen dwarves stayed here about a day ago.

Scene 4: Odd Hermit

Deep in the badlands, the characters run into a hermit that has been secretly watching them. This hermit is a galeb duhr, a Medium elemental creature that looks like a humanoid boulder (Arcana DC 12 to identify). It burrows out of the ground and speaks—preferring Dwarven or Giant to Common—starting with how curious it is that so many fleshy humanoids are in the badlands.

Attack: The galeb duhr scoffs at hostility, suggesting the characters are no better than the others scouting the area. It burrows away. The characters are permitted the Stealth check only if they suggest it after this cryptic warning.

Converse: The hermit is willing to talk. It asks why the characters are here. If the characters are friendly, the galeb duhr reveals that "crazed" dwarves recently captured its friend, a human male named Malgrym. The dwarves live in an old temple not far away. However, between the characters and the black spires above the temple, drow are scouting the area and spying on the dwarves. The drow and dwarves are hostile, so avoiding them (using Stealth) is wise.

If the characters already have six successes, they have earned the galeb duhr's respect. The creature describes the best approach to the drow camp, and the skill challenge is a success. Otherwise, after alerting the characters to the drow, the galeb duhr burrows away.

Stealth (DC 12; group check): With foreknowledge of the drow, the characters know to use Stealth in this section of the journey. Each character attempts a Stealth check, taking a –2 penalty to the check if anyone is carrying a light source. The party gains one success if at least half the checks are successful.

Finishing the Trip

Repeat group Endurance and Stealth checks until the challenge is a success or failure.

Success: The adventurers find a good path, traversing stealthily through the night. They spot the drow camp before being seen. Go to the **Hostile Strangers** tactical encounter, on the next page, and use the Skill Challenge Success section of that encounter.

Failure: Each character loses 1 healing surge to the hard journey. The adventurers stumble onto the drow camp. Go to the **Hostile Strangers** tactical encounter, on the next page, and use the Skill Challenge Failure section.

Talking to the Drow

Characters can talk to the drow only after the tactical encounter concludes with one or both drow alive. See the **Hostile Strangers** tactical encounter's Development section.

The drow are spying on the High Road and the Trader's Road. Zarnak's cultists are a distraction, and the drow have taken the time to look in on them only because Ghaunadaur seems to be involved. These two Lolth worshipers despise those who revere That Which Lurks. Once the characters make the drow talk, either one gladly gives directions to the temple entrance nearby. Both know the cult consists mostly of mad dwarves under the leadership of dwarven spellcasters of some sort. The cultists have elemental allies, as well as the aid of strange goblins that have elemental powers related to earth.

The characters might realize, through Insight (see Related Skill Checks below) or Chalindra's journal (see page 79), that the drow are doing more than watching the Sabrak dwarves. If pressed and at the characters' mercy, they reveal that they're also spying on the trade routes and military strength in the area. They don't know how their superiors might use this information.

The drow desire to go free. They do what they need to do to convince the characters to let them go.

Chalindra: This female drow is, as is typical of her people, arrogant and sexist against males. She prefers to address other females. Aggressive, cruel, and predatory, Chalindra cannot resist speaking in a way that disturbs surface dwellers.

Tebrizz: This male drow is stoic and disciplined. He respects strength, but he is prone to bloodlust. In any discussion, he is straightforward. A bodyguard and servant, he defers to Chalindra if she is conscious.

Related Skill Checks: Using the following skills might grant the characters more information.

Arcana DC 12: The goblins sound like norkers, goblinlike creatures who come from the Elemental Chaos. Norkers do indeed have elemental powers.

Insight DC 19: The drow are hiding something. Although they clearly dislike the cultists, the drow are also flippant about the cult—too dismissive for the cultists to be their real target.

Religion DC 12: Lolth worshipers hate those who revere Ghaunadaur because That Which Lurks is the last of an entire pantheon of drow deities to escape Lolth's murder spree among those gods. The greater god of oozes and aberrant creatures fled from the Spider Queen. Drow consider him and his followers to be cowards.

Teeth of Ghaunadaur

At the conclusion of the session the characters take their first look at the Teeth of Ghaunadaur and the entrance to the Sunset Shrine.

When this happens, read:

Dark needlelike rock spires, like fangs or tentacles, flank a muddy expanse and a hole of worked stone that should lead to the Sunset Shrine. The few plants that grow in the area are twisted and thorny, looking more like skeletal hands reaching from the grave.

After this session, characters can camp safely nearby and take an extended rest, sleeping through the night and replenishing expended resources before entering the Sunset Shrine. Those who have lesser abyssal plague must make an Endurance check for the disease (see page 68).

Hostile Strangers

Encounter Level 3

Skill Challenge Success

If the characters succeeded on the skill challenge, they spot the drow camping at the bottom of a gulch before the dark elves spot them.

When this happens, read:
A short distance ahead, at the bottom of a small canyon, is the light of a campfire. A lithe male drow with long hair is cooking, while a scarred female with short hair watches from a nearby log. Neither has noticed you.

Perception DC 19: A couple spiders lurk about the camp like watchdogs.

If the characters fail to spot the spiders at first, the adventurers gain a +2 bonus to Perception checks to locate the spiders during combat. The party begins the encounter in the Success Start area.

Skill Challenge Failure

Characters who fail in the skill challenge blunder into the camp. Tebrizz spots them approaching, and he and Chalindra quickly prepare for combat.

When this happens, read:
The trail leads into a shallow canyon containing the remains of a campsite. As you note the fire pit is still warm, two drow rush you.

Characters begin in the Failure Start area.

Setup

Chalindra (C)
Tebrizz, drow scout (T)
2 ambush spiders (S)

Place the monsters and the characters as you describe the scene according to the skill challenge results.

Tactics

The drow despise surface dwellers, but they do not really consider the characters to be enemies. Both save their action point until after they are bloodied. See the Development section for how combat might end.

Drow: Tebrizz focuses on sturdy-looking melee combatants, trying to keep them away from Chalindra and the spiders. Chalindra stays close to the spiders, directing the arachnids while keeping enemies prone or sliding them into thorn bushes.

Spiders: The spiders circle their targets, trying to outflank opponents and attack from hiding.

Development

If both spiders die and the drow are bloodied, the dark elves try to withdraw. Bloodied drow might yield or cease hostilities for parley if the characters succeed on an Intimidate check for surrender (DC 19) or Diplomacy check for negotiations (DC 12). If the adventurers talk to the drow, see the Talking to the Drow section on page 77.

Features of the Area

Illumination: Bright light if the campfire is lit. Dim moonlight otherwise.

Boulders: These rocks are blocking terrain that is 5 feet high (Athletics DC 8 to climb). The tops of the rocks are difficult terrain.

Campfire: A creature that starts its turn in this fire's square takes 3 fire damage.

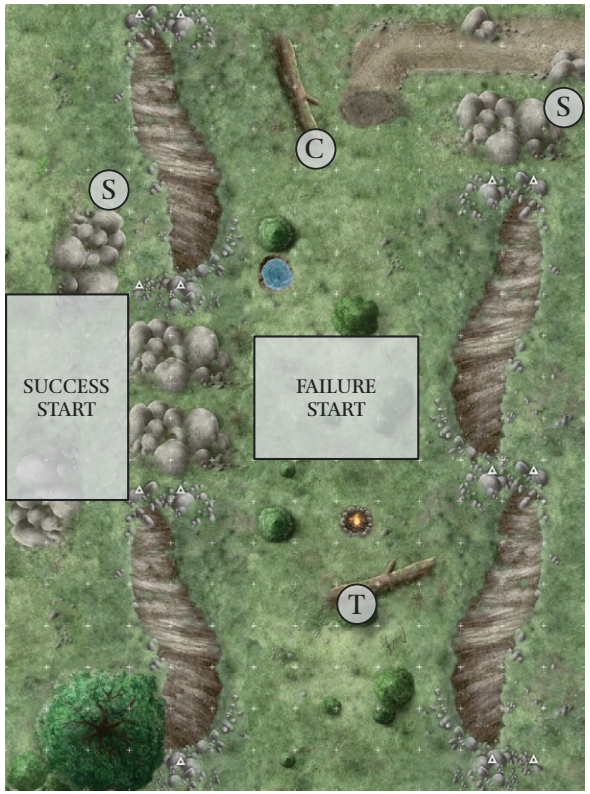
Fallen Logs: These rotting tree trunks are difficult terrain and high enough to provide cover.

Ridges: These bluffs are 10 feet high (Athletics DC 8 to climb). Creatures descending the ridges treat the squares as difficult terrain.

Mud, Rubble, or Water: Squares containing these obstacles are difficult terrain.

Thorn Bushes: A square containing one of these plants is difficult terrain and lightly obscured. A creature that leaves a thorn bush square must spend 2 squares of movement to do so or take 3 damage.

Tree: This dead tree is 30 feet tall. Its trunk is blocking terrain that can be climbed (Athletics DC 8).



Chalindra (C) **Level 3 Elite Controller (Leader)**
Medium fey humanoid, drow

HP 92; **Bloodied** 46 **Initiative** +4
AC 17, **Fortitude** 15, **Reflex** 16, **Will** 15 **Perception** +3
Speed 6 Darkvision
Saving Throws +2; **Action Points** 1

Traits

Spider Exhortation
Allied spiders have combat advantage against any enemy that Chalindra is adjacent to.

Standard Actions

Whip (weapon) ✦ **At-Will**
Attack: Melee 2 (one creature); +8 vs. AC
Hit: 2d4 + 5 damage, and Chalindra knocks the target prone or slides it 1 square.

Attack Command ✦ **At-Will**
Effect: Close burst 5 (one spider ally in the burst); the target can make a basic attack as a free action.

Double Action ✦ **At-Will**
Effect: Chalindra uses *whip* once and *attack command* once, or she uses *whip* twice.

Minor Actions

Cloud of Darkness (zone) ✦ **Encounter**
Effect: Close burst 1. The burst creates a zone that lasts until the end of Chalindra's next turn. The cloud blocks line of sight for all creatures except Chalindra. While entirely within the cloud, any creature other than Chalindra is blinded.

Skills Athletics +8, Nature +8, Stealth +9
Str 15 (+3) **Dex** 16 (+4) **Wis** 15 (+3)
Con 14 (+3) **Int** 12 (+2) **Cha** 12 (+2)
Alignment evil **Languages** Common, Elven
Equipment leather armor, whip

Tebrizz, Drow Scout (T) **Level 2 Elite Skirmisher**
Medium fey humanoid

HP 78; **Bloodied** 39 **Initiative** +6
AC 16, **Fortitude** 14, **Reflex** 15, **Will** 14 **Perception** +8
Speed 6 Darkvision
Saving Throws +2; **Action Points** 1

Traits

Combat Advantage
If Tebrizz deals damage to a creature granting him combat advantage, that creature also takes ongoing 5 damage (save ends).

Standard Actions

Longsword (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d8 + 7 damage.

Short Sword (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d6 + 5 damage.

Blade Mastery (weapon) ✦ **At-Will**
Effect: Tebrizz uses *longsword* once and *short sword* once.

Minor Actions

Darkfire ✦ **Encounter**
Attack: Ranged 10 (one creature); +6 vs. Reflex
Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of Tebrizz's next turn.

Skills Acrobatics +9, Athletics +7, Stealth +9
Str 12 (+2) **Dex** 17 (+4) **Wis** 14 (+3)
Con 15 (+3) **Int** 12 (+2) **Cha** 10 (+1)
Alignment evil **Languages** Common, Elven
Equipment leather armor, longsword, short sword

2 Ambush Spiders (S) **Level 2 Lurker**
Medium natural beast (spider)

HP 28; **Bloodied** 14 **Initiative** +8
AC 16, **Fortitude** 12, **Reflex** 14, **Will** 13 **Perception** +8
Speed 8, climb 8 (spider climb) Tremorsense 5

Traits

Camouflage
The spider can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment.

Standard Actions

Bite ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d8 + 5 damage.

Venomous Bite (poison) ✦ **At-Will**
Attack: Melee 1 (one creature the spider is hidden from); +7 vs. AC
Hit: 1d8 + 5 damage, and the target is slowed and takes ongoing 5 poison damage (save ends both).
First Failed Saving Throw: The target is immobilized instead of slowed and takes ongoing 5 poison damage (save ends both).
Special: When charging, the spider can use this power in place of a melee basic attack.

Skills Acrobatics +9, Stealth +9
Str 13 (+2) **Dex** 17 (+4) **Wis** 14 (+3)
Con 10 (+1) **Int** 4 (-2) **Cha** 7 (-1)
Alignment unaligned **Languages** –

Conclusion

In the campsite, the adventurers discover a journal written in coded Elven. Its owner, Chalindra, is not identified by name. Although the journal defies complete study for now, translatable bits and drawings within reveal that the drow are watching traffic on the High Road and the Trader's Road, especially military movement from Cormyr and merchant caravans. The journal also makes it clear that the drow have been spying on the cultists in the Sunset Shrine. The exact location of the old temple is on a map within.

Once the characters have had a chance to deal with the drow, look at the journal, and collect treasure (see below), return to the Teeth of Ghaunadaur section (page 77).

Reward

At the end of the session, each character gains 350 XP for facing the skill challenge and dealing with the drow.

Treasure: Chalindra and Tebrizz each have a random level 2 magic item. The drow also have jewelry and valuables worth 30 gp per character.

Chapter 2

Fresh after an extended rest, the characters are ready to enter Sunset Shrine. Most of the characters should have 1,000 XP and be 2nd level.

Session 4: Sunset Shrine

As the session begins, summarize previous events.

- The Merchant Council and Lady Bron of Iriaebor asked the characters to investigate rumors of an outbreak of the abyssal plague in Easting. A cult of dwarven Ghaunadaur worshipers is responsible for spreading the plague.
- Characters might have contracted the plague after a battle against plague demons in Easting.
- Jakairn, a cultist captured in the same battle, revealed the location of the cult's temple, the Sunset Shrine in the badlands south of Easting. He might have provided more information on entering the temple. If half or more of the players remember learning the pass phrase, the party has that phrase, which is "That Which Lurks devours all."
- The trail to the temple was far from safe. Characters had a clash with cultists and a run-in with a couple of drow scouts.
- The adventurers found Sunset Shrine but have not investigated its entrance.

When the players are ready, read:

In daylight, the Teeth of Ghaunadaur still look like tentacles but seem less threatening. Between them, on the highest ground, is a hole of worn worked stone and a stairway leading downward. Surrounding terrain otherwise consists of dusty ground, rubble, a few thorny bushes, and three muddy pools.

Arcana DC 13 (Detect Magic): The area between the spires is faintly magical, perhaps some weak defensive magic.

Perception DC 20: A soft breeze occasionally blows through, but the light wind disturbs nothing near the hole, as if the wind refuses to enter the circle of spires.

The characters must move closer to learn more.

Dusty Signs

The elementals that guard this area have left indications of their activity that the characters can use as a warning.

Perception DC 13: Wind has violently scoured areas of the ground and vegetation. (Success on this check allows the following Arcana check and Nature check.)

Arcana DC 13: An elemental or other supernatural creature could produce such a scouring with an explosive burst power. That power could catch several creatures in it if those creatures were close together. (The area is a burst 3.)

Nature DC 13: The scouring looks like a sudden and localized burst of air. Such a burst of air is not a natural occurrence, and it could be very dangerous to creatures in a tight group. (The area is a burst 3.)

Pools

Mud in the pools is gray and very sticky—it smells of rotten eggs. Each pool is about 2 feet deep.

Perception DC 13: Mud from these pools has been splattered around the area as if something threw globs of it in various directions. (Success on this check allows the following Arcana check and Nature check.)

Arcana DC 13: This mud is elemental in nature. It could even be or contain a creature, which could have thrown mud as the splattering indicates.

Nature DC 13: The mud is too shallow, still, and cool to hide pockets of gas or hot water that might explain the splattering in a natural way. Besides, the size of these splattered globs is too consistent to be natural.

Disrupting the Pools: If the characters start filling the pools with rubble or otherwise seriously disrupt them, proceed with the **Elemental Guardians** tactical encounter (page 81).

Teeth of Ghaunadaur

Seven twisted black rock spires—three pairs, each joined at the base, and one single spire—surround the shrine entrance. Each spire is roughly 30 feet tall, is weathered smooth, and ends in a point like a rocky tentacle. Despite appearances, these formations are normal stone.

Temple Entrance

Worn black stone forms the entrance and stairs into the shrine. Crude weathered carvings adorn the walls, all of the images too vague to have clear meaning, although one shows a setting sun. Down the stairs are closed doors of the same black stone.

The following skills can be used on the stairway, but if any character enters the stairway, see the Elemental Danger section below.

Arcana DC 13 (Detect Magic): The entrance has a magical aura, probably magical defenses of some kind.

Arcana DC 20 (Detect Magic): A glyph, visible only as a magical aura, is on the doors. It likely has a bypass, such as a password or pass phrase, that allows passage.

Perception DC 9: This stairway has been used extensively and recently. Tracks of Medium and Small humanoids can be found, as well as the wheel tracks of carts. The tracks go in and out.

Elemental Danger

As soon as a character enters the stairway, the **Elemental Guardians** tactical encounter (page 81) begins. The elementals ignore Zarnak and his cultists, but not intruders such as the adventurers.

Elemental Guardians

Encounter Level 2

Setup

1 dust devil (D)
1 lesser air elemental (E)
3 mud men (M)
1 thunder glyph (trap)

The dust devil is very dangerous. If you have a weak party or you want to make the encounter less challenging, remove the dust devil.

The characters start wherever is logical for their actions leading up to the beginning of the encounter.

When the encounter begins, read:
A gust of wind swirls dust and shakes leaves. Mud in the pools bubbles. The wind dies suddenly, but a dust devil and whirling wind, both with glowing eyes, remain. With a wave of sulfur stench preceding them, humanoids made of mud rise from the pools nearby. These creatures also have glowing eyes.

Tactics

The elementals are simple creatures, summoned and bound to guard the shrine against intrusions.

Dust Devil: This elemental opens with *stinging sand*. Then the dust devil uses *grasping wind* to slide enemies into mud pools or thorn bushes, or down the stairs.

Lesser Air Elemental: This elemental uses *phantom in the wind* combined with *grasp of storms* until it grabs an opponent. It then tries to sustain the grab and pummel its victim to death.

Mud Men: These elementals prefer melee combat, focusing on those in or near the mud. If unable to reach an opponent, a mud man uses *mud ball*.

Features of the Area

Illumination: Bright daylight.

Fallen Logs: These rotting tree trunks are difficult terrain and high enough to provide cover.

Mud Pools: The mud is 2 feet deep, and it is difficult terrain to any creature without swamp walk. If the dust devil starts its turn in the mud, it is slowed and can shift only 2 squares with *gale blast* until the start of its next turn.

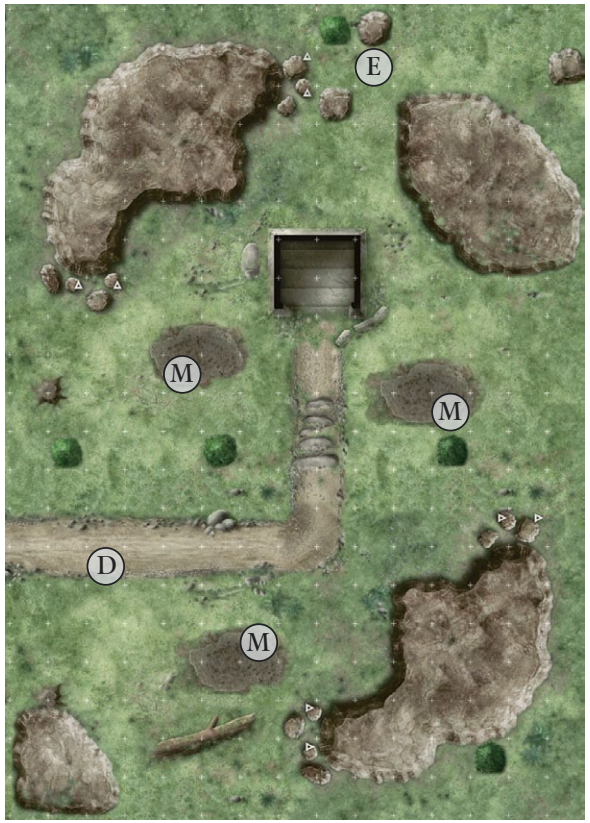
Rocks and Rubble: These squares are difficult terrain.

Stairs: This stairway leads 10 feet underground, a fall from the side farthest from the path. The stairs are steep and rough enough to be difficult terrain.

Shrine Doors: At the bottom of the stairs the doors are locked (Arcana DC 20 to open; Athletics DC 20 to break; Thievery DC 13 to open mechanically). Safe entrance can be gained only through use of the proper pass phrase, which the characters might have learned from Jakairn. Ask the players if they know a special way to access the entrance. If one or more players know the pass phrase ("That Which Lurks devours all"), the characters can use the phrase.

Using the phrase unlocks the doors without a problem. However, if the adventurers fail to use the phrase and open the doors, a thunder glyph goes off.

Thorn Bushes: A square containing one of these plants is difficult terrain and lightly obscured. A creature that leaves a thorn bush square must spend 2 squares of movement to do so or take 3 damage.



Dust Devil (D) **Level 3 Skirmisher**
Small elemental magical beast (air, earth)

HP 47; **Bloodied** 23 **Initiative** +7
AC 18, **Fortitude** 14, **Reflex** 16, **Will** 14 **Perception** +0
Speed 8
Immune disease, poison

Traits

Speed Demon
The dust devil takes a -2 penalty to all defenses while it is slowed or immobilized.

Standard Actions

Grasping Winds ✦ At-Will
Attack: Melee 1 (one creature); +6 vs. Reflex
Hit: 2d6 + 4 damage, and the dust devil slides the target up to 2 squares.

Stinging Sands ✦ Encounter
Attack: Close burst 3 (enemies in the burst); +6 vs. Fortitude
Hit: 3d6 + 3 damage, and the target is blinded until the end of the dust devil's next turn.
Miss: Half damage.

Move Actions

Gale Blast ✦ Recharge ⚄ ⁞⁞
Effect: The dust devil shifts up to 5 squares. Each time it moves adjacent to an enemy for the first time during the move, it makes the following attack against that enemy.
Attack: Melee 1 (one creature); +6 vs. Fortitude
Hit: The target falls prone.

Skills Stealth +10
Str 8 (+0) **Dex** 18 (+5) **Wis** 8 (+0)
Con 15 (+3) **Int** 5 (-2) **Cha** 15 (+3)
Alignment unaligned **Languages** Primordial

Teeth of Ghaunadaur: These rocky spires are blocking terrain about 30 feet high. They narrow nearly to a point as they rise. The spires can be climbed (Athletics DC 20).

Lesser Air Elemental (E) **Level 1 Lurker**
Small elemental magical beast (air)

HP 23; **Bloodied** 11 **Initiative** +7
AC 15, **Fortitude** 12, **Reflex** 14, **Will** 13 **Perception** +5
Speed 0, fly 6 (hover)
Vulnerable 5 fire

Traits

Phantom in the Wind
The lesser air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it hits or misses with an attack.

Standard Actions

Slam ✦ At-Will
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d6 + 3 damage.

Grasp of Storms ✦ At-Will
Attack: Melee 1 (one creature that can't see the elemental); +4 vs. Reflex
Hit: 2d6 + 4 damage, and the elemental grabs the target (escape DC 12) if it does not have a creature grabbed. Until the grab ends, the target takes ongoing 5 damage, and any ranged or melee attacks that hit the elemental deal half damage to the target.

Skills Stealth +8
Str 16 (+3) **Dex** 17 (+3) **Wis** 11 (+0)
Con 11 (+0) **Int** 5 (-3) **Cha** 8 (-1)
Alignment unaligned **Languages** understands Primordial

Conclusion

With the defeat of the elementals, the characters are free to open the temple entrance. See the shrine doors in the Features of the Area section.

When the characters open the doors, read:
With a grinding noise, the stone double doors open. Dry air rushes out, carrying the stinging smell of smoke. A wide corridor leads steeply down into the darkness. Its floor and ceiling are smooth, and statues fill niches intermittently along its length. The statues look like normal humanoid warriors at first glance, but something is odd about every one of them—bulging eyes, tentacles as a beard, ooze dripping from the skin, and so on.

3 Mud Men (M) **Level 2 Brute**
Medium elemental magical beast (earth, water)

HP 43; **Bloodied** 21 **Initiative** +2
AC 14, **Fortitude** 15, **Reflex** 13, **Will** 13 **Perception** +7
Speed 5 (swamp walk) Darkvision
Immune disease, poison

Traits

Relentless Assault
The mud man gains a +2 bonus to attack rolls against slowed or immobilized creatures.

Standard Actions

Slam ✦ At-Will
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 2d6 + 4 damage.

Mud Ball ✦ At-Will
Attack: Ranged 10 (one creature); +5 vs. Reflex
Hit: 2d6 + 2 damage, and the target is slowed until the end of the mud man's next turn. If the target is already slowed, it is immobilized until the end of the mud man's next turn.

Triggered Actions

Amorphous Body ✦ Encounter
Trigger: The mud man is hit by a melee attack.
Effect (Immediate Reaction): The mud man shifts up to 3 squares.

Skills Stealth +7
Str 16 (+4) **Dex** 13 (+2) **Wis** 13 (+2)
Con 13 (+2) **Int** 6 (-1) **Cha** 8 (+0)
Alignment unaligned **Languages** Primordial

Reward

For defeating the elementals, exploring the area, and opening the doors into the Sunset Shrine, each character gains 275 XP.

Treasure: The bodies of the mud men contain bones and other debris. One also contains a random level 1 magic item, revealed after the creature is destroyed.

Session 5: Visions of Doom

As the session begins, summarize previous events.

- The Merchant Council and Lady Bron of Iriaebor asked the characters to investigate rumors of an outbreak of the abyssal plague in Easting. A cult is responsible for spreading the plague.
- Characters might have contracted the plague after a battle against plague demons in Easting.
- A cultist captured during the battle revealed the location of the cult's temple south of Easting.
- The characters found the temple entrance and fought its elemental guardians. A doorway into the shrine now stands open.

Thunder Glyph	**Level 2 Trap**
Detect Arcana DC 20 (detect magic) **Immune** all damage and conditions	
Triggered Actions	
⇢ **Thunderous Blast** (thunder) ✦ **Encounter** *Trigger:* A creature opens the warded doors without first using the proper pass phrase or disabling the glyph. *Attack:* Close burst 5 (creatures in the burst); +5 vs. Fortitude *Hit:* 10 thunder damage, and the target falls prone. *Miss:* Half damage.	
Countermeasures	
✦ **Pass Phrase:** The proper pass phrase disables the glyph. ✦ **Disable:** A DC 20 Arcana or Thievery check (standard action). *Failure (15 or lower):* The glyph makes its attack.	

As the characters traverse the hallway, read:
Statues in this smooth hallway become less humanoid and more aberrant as the hall proceeds steeply downward. The smell of smoke becomes stronger, and the flickering light of a large fire comes from ahead.

Zarnak's oracular visions and the message from Jakairn have allowed the cultists to prepare for intruders. The party cannot surprise the mad dwarves.

As the characters enter the first area, read:
Two flaming vortices light the room. Piles of rubble indicate the remains of fallen pillars, and soot covers everything in the area. The room has several exits, most of which are closed double doors.

Between the roiling fires stands a tall dwarf in yellow robes. Flames dance over his skin and wild red hair.

At the back of the room, wooden scaffolds hold up platforms upon which dwarves wielding crossbows take aim at you. Fire in small braziers illuminates the platforms.

Between the platforms is an iron portcullis closing off a passageway similar to the one you're in. Behind the gate stands a red-haired dwarf in purple robes. He says, "Your arrival has been foretold."

The robed dwarf is Zarnak Sabrak. Allow the adventures to talk with him. Clearly insane, Zarnak taunts and goads the party, but his mad ramblings make little sense. If the characters fail to initiate combat within a few exchanges, Azryg, the yellow-robed dwarf, attacks while complaining that everyone talks too much. When combat begins, proceed with the **Outer Annex** tactical encounter (page 85).

Sunset Shrine Utility Areas

Foul-smelling braziers dimly illuminate most areas.

1. Blocked Corridor

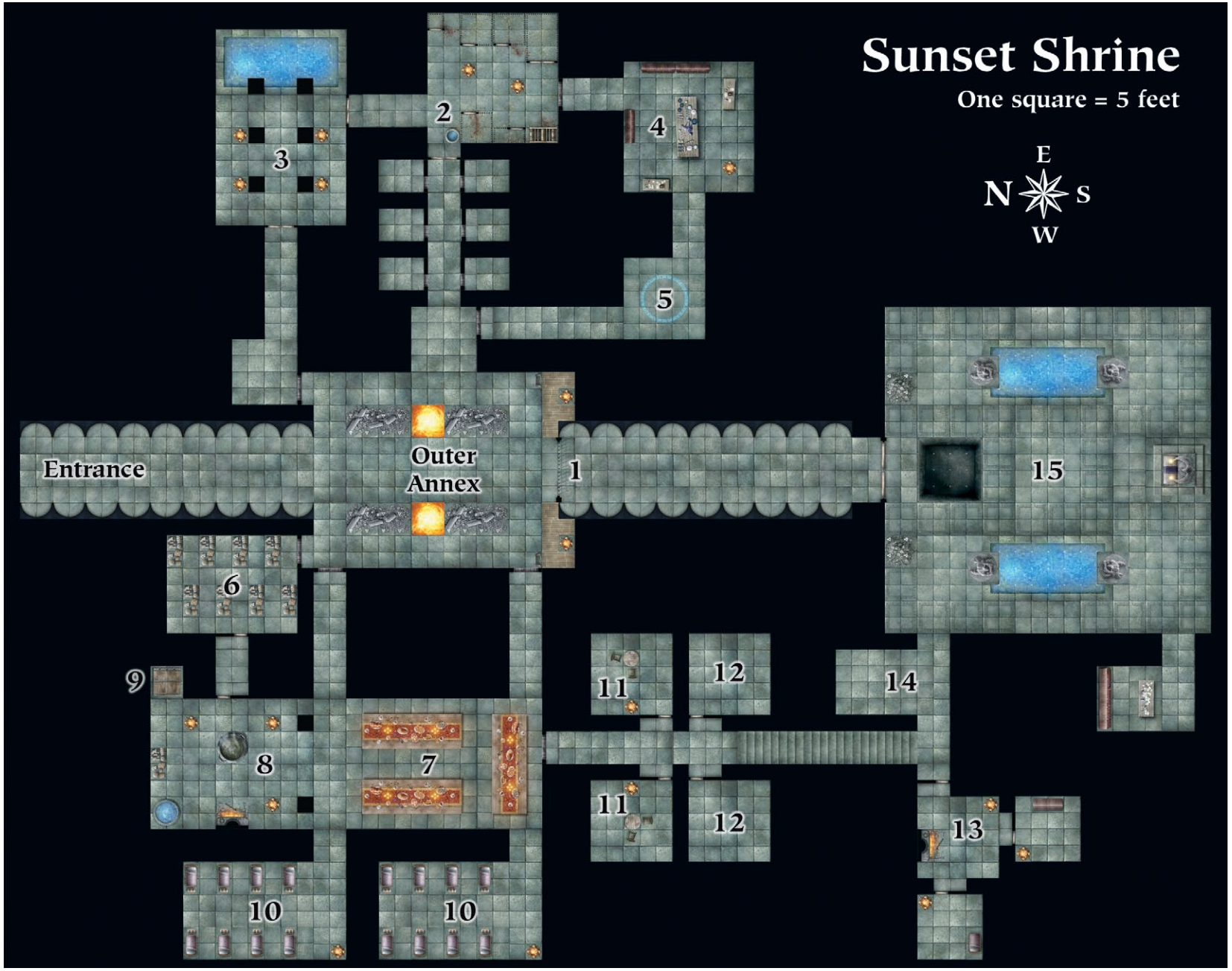
The massive block drops from the ceiling to block this passage and cover Zarnak's escape (see page 85).

2. Dungeon

Rusty doors set with tiny shuttered windows are barred from the outside. From one of these cells a desperate male voice shouts, "Help me! Don't leave me! I know things, terrible things. I can help you! Please!"

A malnourished, dirty human man begs for release from one of the middle cells. Opening the barred doors from the outside is easy. If the characters open the door to his cell, he faints in relief. He bears the scars and wounds of torture. Magical healing or a successful Heal check (DC 13) can revive him.

This prisoner is Malgrym, a hermit who lived in the wilderness near Easting. When awakened, Malgrym raves madly about the Amorphous One, a monstrous blue ooze that guards the way deeper into the temple. The ooze "sleeps in the form of the high altar in the Great Shrine." He also whispers about what he calls the "Black Cyst," where he saw the mad dwarf seer stirring a red mass flecked with silver and


Sunset Shrine
One square = 5 feet
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Entrance
Outer Annex
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gold. The entrance to the Black Cyst is "beyond the Great Shrine and through the black obelisk."

If released, Malgrym makes his way out of the shrine. If the characters refuse to check on the prisoner after the tactical encounter, the session ends.

Torture Room: At the end of the hall is a room with cages, a torture rack, and a basin that has water in it.

3. Chapel of Madness

Tile mosaics depicting dizzying patterns in violet, green, and black cover the walls of this room, at one end of which is a wide depression filled with water.

The mosaics appear to wriggle and move when stared at; the effect in unsettling but harmless. The 3-foot-deep pool is used for ritual bathing and contains filthy water.

4. Study

Decaying furniture, crumbling papers, and broken containers fill the room.

The loose papers form a mad treatise on the subjects of oozes and aberrant monsters, but they are not valuable.

Treasure: Characters searching through the debris find a magic item (chosen by the DM) and a *potion of healing*.

5. Rune Circle

A runed circle is imprinted on the floor in glowing script. The circle is used for summoning rituals and has a faint magical aura.

Outer Annex

Encounter Level 3

Setup

Azryg Sabrak (A)
Zarnak Sabrak (Z)
2 Sabrak bolters (B)
4 Sabrak warriors (see Tactics)
4 Sabrak norkers (see Tactics)

Characters begin in the start area shown unless role-playing indicates a character is somewhere else.

When the minions enter, read:
Dwarves in chainmail rush into the room from various doors alongside goblins that have gray, rocklike skin. Their wide eyes and bared teeth betray their fanaticism and madness.

Tactics

Azryg: Azryg uses *wrathful eruption* to drive his enemies toward him, especially if the party is still bunched up in the entry hall. He then favors melee, preferably from a position from where he can slide foes into a fire vortex and use the fires to teleport. When bloodied, he flies into a rage, growing in size but losing most of his tactical reasoning. Azryg fights until slain.

Zarnak: The mad seer retreats deeper into the shrine. When he does, a huge stone block drops into place just beyond the portcullis, blocking the passage to the Great Shrine. Zarnak attacks only if an enemy comes within range and uses his action point to retreat. See page 105 for Zarnak's statistics.

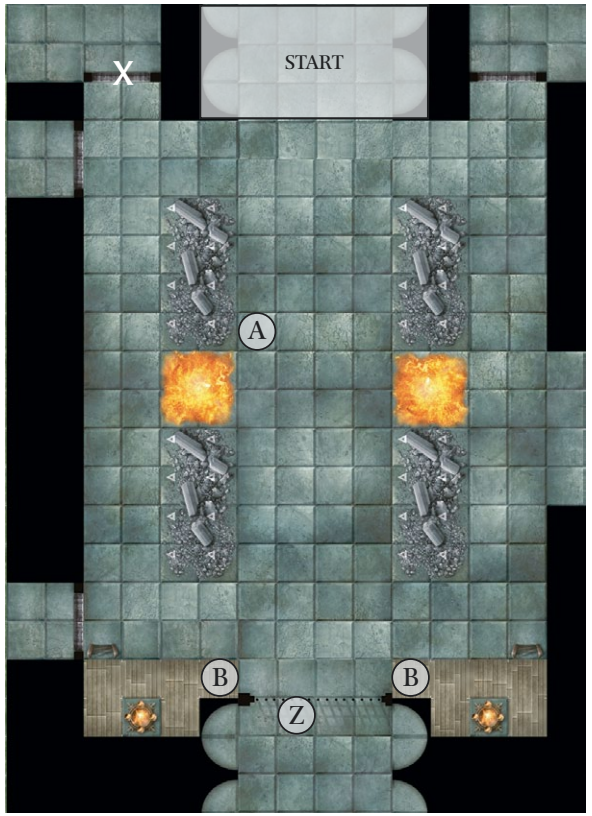
Sabrak Bolters: The bolters stay on their respective platforms and target enemies with their crossbows.

Sabrak Warriors and Norkers: On the first round, two minions enter through each entryway except the doors in the west corner of the north wall and the portcullis (marked **X**). The minions leave doors open. They help Azryg gain combat advantage, and they try to impede those who advance on the bolters.

Features of the Area

Illumination: Bright light (fire and braziers).

Entrance Corridor: The entrance corridor (start area) leads up steeply. Line of effect from this hallway into the chamber can be gained only while standing in squares within the start area.



Azryg Sabrak (A) **Level 3 Elite Controller**
Medium natural humanoid, dwarf

HP 94; **Bloodied** 47 **Initiative** +4
AC 17, **Fortitude** 15, **Reflex** 16, **Will** 14 **Perception** +7
Speed 5 (earth walk) Low-light vision
Resist 5 fire (10 fire while bloodied)
Saving Throws +2; **Action Points** 1

Traits

Flamerage Aura (fire) ✦ **Aura** 1
While Azryg is bloodied, any enemy that starts its turn in the aura takes 5 fire damage.

Stand the Ground
Azryg can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed
Azryg can make a saving throw to avoid falling prone when an attack would knock him prone.

Standard Actions

Flaming Fist (fire) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d4 + 4 damage plus 1d4 + 3 fire damage, and Azryg can slide the target 1 square.

Fiery Flurry (fire) ✦ **At-Will**
Effect: Azryg uses *flaming fist* twice. If he hits two different targets, he can slide one of them 1 extra square.

Wrathful Eruption (fire, thunder, zone) ✦ **Encounter**
Attack: Area burst 1 within 10 (enemies in the burst); +6 vs. Reflex
Hit: 2d8 + 2 fire damage.
Miss: Half damage.
Effect: The burst creates a zone of thunder that lasts until the end of Azryg's next turn. Enemies in the zone take a -2 penalty to attack rolls. Any enemy that ends its turn in the zone takes 5 thunder damage.

Move Actions

Fiery Transport (fire, teleportation) ✦ **Recharge** ⚄ ⚅
Requirement: Azryg must be adjacent to or in a fire.
Effect: Azryg teleports to a space adjacent to or in the area of a fire. Each enemy adjacent to him when he arrives in his new space takes 5 fire damage.

Triggered Actions

Flamerage (fire, polymorph) ✦ **Encounter**
Trigger: Azryg is first bloodied.
Effect (No Action): Azryg's size becomes Large. He pushes each creature occupying a square of his new space to a square adjacent to his new space, and each such creature takes 5 fire damage. His melee reach increases by 1. Azryg remains Large until the end of the encounter.

Str 12 (+2) **Dex** 17 (+4) **Wis** 12 (+2)
Con 15 (+3) **Int** 10 (+1) **Cha** 8 (+0)
Alignment chaotic evil **Languages** Common, Dwarven, Primordial
Equipment robes

2 Sabrak Bolters (B) **Level 2 Artillery**
Medium natural humanoid, dwarf

HP 33; **Bloodied** 16 **Initiative** +4
AC 16, **Fortitude** 14, **Reflex** 15, **Will** 13 **Perception** +5
Speed 5 Low-light vision

Traits

Stand the Ground
The bolter can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed
The bolter can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d10 + 3 damage.

Crossbow (psychic, weapon) ✦ **At-Will**
Attack: Ranged 15 (one creature); +8 vs. AC
Hit: 1d8 + 6 damage, plus 1d6 psychic damage if the target has no cover.

Str 14 (+3) **Dex** 16 (+4) **Wis** 8 (+0)
Con 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)
Alignment evil **Languages** Common, Dwarven
Equipment chainmail, warhammer, crossbow, 20 bolts

4 Sabrak Norkers **Level 2 Minion Brute**
Small elemental humanoid

HP 1; a missed attack never damages a minion. **Initiative** +2
AC 14, **Fortitude** 15, **Reflex** 13, **Will** 12 **Perception** +1
Speed 6 Low-light vision

Standard Actions

Battleaxe (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 5 damage plus 1 extra damage per norker ally adjacent to the target.

Triggered Actions

Elemental Rebuke ✦ **Encounter**
Trigger: An enemy reduces the norker to 0 hit points.
Attack (No Action): Close burst 2 (triggering enemy in the burst); +5 vs. Fortitude
Hit: 6 damage.

Str 14 (+3) **Dex** 12 (+2) **Wis** 11 (+1)
Con 17 (+4) **Int** 6 (+0) **Cha** 7 (+0)
Alignment evil **Languages** Common
Equipment battleaxe

Fire Vortices: Any creature entering a fire vortex or ending its turn there takes 5 fire damage. A creature can take this damage only once per turn.

Portcullis: The steel portcullis provides partial cover and is locked in place (Athletics DC 25 to force open). The bars of the portcullis have 6-inch gaps between them.

Rubble: This debris is 3 feet high and is difficult terrain. It can provide cover.

Wooden Platforms: A wooden ladder leads to each of these 10-foot-high platforms. Neither platform is built well (Dungeoneering DC 9), and the supports can be pulled down (Athletics DC 13 as a standard action, DC 20 as a minor action). If a platform falls, so does any creature on it, and its space becomes difficult terrain.

Conclusion

The cultists are fanatics, but a successful Intimidate check or Diplomacy check (DC 20) can force one of them to reveal the general layout of the shrine. All of them worship a being they call the Elder Elemental Eye. None of the characters is familiar with this entity.

Malgrym: Once the battle concludes, the prisoner in area 2 (see page 83) shouts for help.

4 Sabrak Warriors	Level 1 Minion Artillery
Medium natural humanoid, dwarf	
HP 1; a missed attack never damages a minion.	**Initiative** +3
AC 15, **Fortitude** 13, **Reflex** 14, **Will** 12	**Perception** +4
Speed 5	Low-light vision
Traits	
Dwarf Solidarity	
The warrior gains a +4 bonus to Fortitude and Will while adjacent to a dwarf ally.	
Stand the Ground	
The warrior can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.	
Steady-Footed	
The warrior can make a saving throw to avoid falling prone when an attack would knock it prone.	
Standard Actions	
Warhammer (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage, or 6 damage while the warrior is adjacent to a dwarf ally.	
Crossbow (psychic, weapon) ✦ **At-Will**	
Attack: Ranged 15 (one creature); +8 vs. AC	
Hit: 4 damage, plus 2 psychic damage if the target has no cover.	
Str 13 (+1) **Dex** 16 (+3) **Wis** 8 (-1)	
Con 15 (+2) **Int** 10 (+0) **Cha** 12 (+1)	
Alignment evil **Languages** Common, Dwarven	
Equipment chainmail, warhammer, crossbow, 20 bolts	

Reward

Each character gains 350 XP for defeating Azryg and his servants.

Treasure: Azryg carries iron keys that open the locked doors to areas 6 and 13. In addition, the monsters here have valuables worth 20 gp per character.

Session 6: Inside the Shrine

As the session begins, summarize previous events.

- The Merchant Council and Lady Bron of Iriaebor asked the characters to investigate rumors of an outbreak of the abyssal plague in Easting. A cult is responsible for spreading the plague.
- Characters might have contracted the plague after a battle against plague demons in Easting.
- A cultist captured during the same battle revealed the location of the cult's temple in the badlands south of Easting.
- The characters found the shrine entrance, fought through temple guardians, and explored some of the temple interior.
- They might have interacted with captured cultists and/or Malgrym, a prisoner in the temple. From such sources, they might have learned about the Great Shrine and its guardian (a "blue ooze"), the Black Cyst, and the source of the plague. Ask if the players know anything extra about the temple, and assume the party knows what the players know.

The session starts with the characters in the Outer Annex, ready to explore the rest of the shrine.

Wandering Cultists

When Zarnak learned of the characters' approach. he redeployed his followers—dwarves and norkers—to the Outer Annex, the Great Shrine, and the Temple of the Eye, leaving the rest of the shrine empty. Some of the cultists ignored his orders. Overestimating their abilities, these bold cultists are about to confront the adventurer invaders.

At some point during the exploration, a group of four Sabrak norkers and four Sabrak warriors ambush the characters. Statistics for these creatures can be found in the **Outer Annex** tactical encounter, pages 86-87. The encounter can occur in the Outer Annex, for which you have the battle map, or in one of the other areas. The minions come out of hiding, potentially surprising the characters.

If captured alive, the cultists know the same information as the other cultists, as revealed in the Conclusion section of the **Outer Annex** tactical encounter (page 85).

Sunset Shrine Living Areas

See page 84 for an overview map. Foul-smelling braziers provide dim lighting in most areas.

6. Storage Room

The doors to this room are locked (Strength DC 20 or Thievery DC 13 to open). The characters might have found a key to the door on Azryg's corpse in Session 5.

Crates, barrels, and large sacks fill this room, as does the smell of blood. The butchered carcasses of a goat and several pheasants dangle from ceiling hooks.

A search of the area shows that the cult is well supplied, although the food and drink are simple fare. Other provisions include a stack of blankets, a crate filled with various clothing, and an assortment of tools.

Treasure: Characters searching the supplies find a *potion of healing*, 40 arrows, 100 crossbow bolts, 2 sunrods, and 50 feet of silk rope.

7. Dining Room

Three large wooden tables with benches alongside them dominate the area. Dirty dishes crowd the tables; food scraps and small bones litter the floor. Some dishes are moldy, and the area smells of rotten food.

There's nothing of value here.

8. Kitchen

A large hearth filled with warm embers stands against one wall near a raised well, and a large cauldron rests in the middle of the room. Nearby is a small pile of crates and barrels. Set into the floor of an alcove is a rotting trap door. A foul stench issues from it.

The well water is fresh and clean. The cauldron is filled with cold, meaty stew, the crates hold foodstuffs, and the barrels contain ale. The trap door covers a refuse pit (see area 9).

9. Garbage Pit

Odors of rot and waste wafts from this dark hole. Within is a deep hollow filled with a heap of garbage crawling with vermin.

The pit is 20 feet deep and covered in slime (Athletics DC 20 to climb the pit's sides).

Any creature that stands on the rotten trap door has a 1-in-6 chance of falling through. A fall deals no damage but covers the creature in slimy filth. Nothing of worth can be found within the garbage.

10. Dwarf Quarters

Eight bunks line the walls. A wooden chest stands at the foot of each bunk.

The chests have no locks.

Treasure: The chests contain clothing and various valuables, such as coins and ivory smoking pipes, worth 15 gp per character per room.

11. Meeting Rooms

A couple wooden chairs and a single table furnish the room. The odor of pipeweed lingers in the air, and the table has games of chance upon it.

One room has a set of dice made of knucklebones, a deck of Three-Dragon Ante cards, and a dagger in it. The other has a marked deck of cards (Perception DC 20 to notice they're marked) and a tiny wooden box of pipeweed.

12. Norker Barracks

The smell of wet earth comes from the soil covering the floor in this room. Shallow depressions have been dug in the dirt. Clothes are piled in a corner.

Each of these areas is the sleeping quarters for norkers (Perception DC 9 to see their small tracks), and the depressions are their sleeping areas (Arcana DC 13 to know that norkers like to sleep in soft earth). A quick count reveals about eight sleeping places per room. The clothes are mostly simple tunics and simple trousers.

Treasure: Each room contains 5 gp per character in copper coins, silver coins, and various shiny baubles.

13. High Priest Quarters

The outer door to this suite is locked (Strength DC 20 or Thievery DC 13 to open). The characters might

have found a key to the door on Azryg's corpse in Session 5.

A hearth warms this otherwise featureless room. Two unlocked doors lead to a modest bedchamber and a room containing a wooden cabinet.

The bed is covered with animal furs.

Treasure: The cabinet contains dwarven clothing, a decanter filled with water, bottles of fine dwarven whiskey worth 10 gp per character, and a random magic item (chosen by the DM).

14. Vestry

This room is empty. From here, the characters hear gurgling water within the Great Shrine to the east.

Perception DC 13: *The scraping sound of steel boots indicates creatures in the large room to the east.*

The Great Shrine

If the characters enter this area, run the **Great Shrine Guardians** tactical encounter.

Great Shrine Guardians

Encounter Level 2

Setup

1 Sabrak acolyte (A)
2 Sabrak templars (T)
1 Sabrak bolter (B)
4 Sabrak norkers (N)

The adventurers might try to sneak through the vestry to attack with surprise. To do so, each character must attempt a Stealth check (DC 16). If half or more of the characters succeed, the party gains a surprise round.

When the characters can see into the area, read:
Two wide pools of filthy water dominate this vast room, one pool on each side of a gaping pit. Tall green statues with water trickling from their mouths flank the basins, and a massive altar of blue stone rests on a 3-foot-high stone dais.

A band of well-armed dwarves and gray-skinned goblins wait here, ready for battle.

Sabrak Acolyte (A) **Level 3 Artillery (Leader)**
Medium natural humanoid, dwarf

HP 39; **Bloodied** 19 — **Initiative** +1
AC 17, **Fortitude** 15, **Reflex** 14, **Will** 16 — **Perception** +6
Speed 5 — Low-light vision

Traits

Stand the Ground
The acolyte can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed
The acolyte can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Burning Warhammer (fire, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d10 damage plus 1d6 + 2 fire damage.

Mind Lightning (lightning) ✦ **At-Will**
Attack: Ranged 10 (one creature); +7 vs. Reflex
Hit: 1d12 + 4 lightning damage, and the target grants combat advantage until the end of the acolyte's next turn.

Earth Stomp ✦ **Recharge** when first bloodied
Attack: Close burst 1 (enemies in the burst); +6 vs. Fortitude
Hit: 1d12 + 4 damage, and the acolyte slides the target up to 2 squares and knocks it prone.
Effect: The acolyte or one ally in the burst slides 1 square.

Skills Arcana +7
Str 11 (+1) **Dex** 10 (+1) **Wis** 10 (+1)
Con 15 (+3) **Int** 13 (+2) **Cha** 17 (+4)
Alignment chaotic evil **Languages** Common, Dwarven
Equipment robes, warhammer

2 Sabrak Templars (T) **Level 3 Soldier**
Medium natural humanoid, dwarf

HP 48; **Bloodied** 24 — **Initiative** +3
AC 19, **Fortitude** 16, **Reflex** 13, **Will** 16 — **Perception** +5
Speed 5 — Low-light vision

Traits

Insane Focus (fear, psychic) ✦ **Aura** 1
Enemies in the aura cannot shift. If an enemy is in the aura and marked by the templar, and that enemy makes an attack that does not include the templar as a target, the enemy takes 5 psychic damage.

Stand the Ground
The templar can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed
The templar can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d10 + 6 damage, and the templar can push the target 1 square. The templar can then shift 1 square into the square the target vacated.
Effect: The templar marks the target until the end of the templar's next turn.

Chaos Lure (psychic) ✦ **At-Will**
Attack: Ranged 10 (one creature); +6 vs. Will
Hit: 1d6 + 4 psychic damage, and the templar pulls the target up to 3 squares.
Effect: The templar marks the target until the end of the templar's next turn.

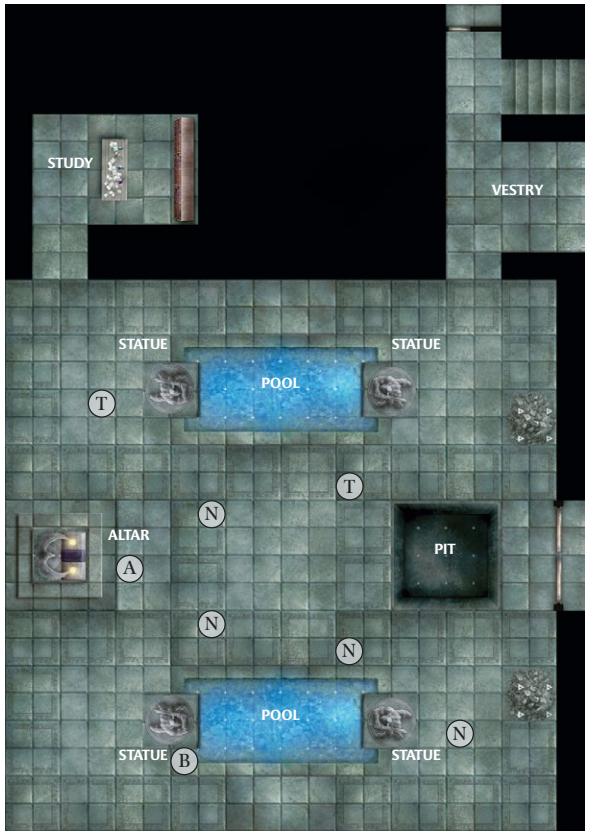
Lure and Smash ✦ **Recharge** ⚄ ⚅
Effect: The templar uses *chaos lure* and then uses *warhammer*. If the templar hits the same target with both attacks, the templar also knocks the target prone.

Str 17 (+4) **Dex** 10 (+1) **Wis** 8 (+0)
Con 16 (+4) **Int** 10 (+1) **Cha** 16 (+4)
Alignment chaotic evil **Languages** Common, Dwarven
Equipment plate armor, heavy shield, warhammer

Tactics

These mad creatures fight to the death. Characters who capture and question one of the dwarves can learn that Zarnak fled to "the lower temple" via a secret stairway beneath the altar, using the pass phrase "Amorphous One, show me the way!" (see **Session 7: Shrine Guardian**, page 91, for more information). They don't reveal that the altar is alive, and they don't know that the pass phrase no longer works.

Sabrak Acolyte: This female dwarf babbles and brags during the fight. She prefers using *mind lightning* against ranged attackers. To escape melee attackers, she employs *earth stomp*.



Sabrak Templars: These insane troopers use *chaos lure* to pull opponents into the room. They use *lure and smash* to keep melee characters away from the artillery.

Sabrak Bolter: This dwarf keeps behind cover to snipe at ranged attackers from relative safety. He prefers targets that have no cover.

Sabrak Norkers: These crazed creatures work alongside the templars as impediments to the party's advance. They aim to provide combat advantage for each other and the templars.

Features of the Area

Illumination: Oil lamps dangling from the ceiling provide bright light.

Altar: Ambient temperature drops around this altar. Any character that starts his turn adjacent to or on the altar takes 5 cold damage (the cultists are immune).

Pit: This gaping pit is 10 feet deep (Athletics DC 13 to climb), and old humanoid bones litter the bottom. A creature falling into the pit takes 1d10 damage.

Pools: Slimy water (2 feet deep) fills these basins. The pools are difficult terrain.

Rubble: These heaps of rock (broken statues) are difficult terrain and high enough to provide cover.

Statues: A green film covers each of these hollow statues. The film is actually dried and dead green slime (Dungeoneering DC 13 to identify). Each statue is carved to look like a human partly devoured by the slime, its graven visage frozen in terror. Water issues from natural springs below the statues and trickles from their gaping mouths into the pools.

Study: This side room is detailed in the next session.

Conclusion

As the battle ends, read:

With the last defenders defeated, an eerie silence falls.

Sabrak Bolter (B) **Level 2 Artillery**
Medium natural humanoid, dwarf

HP 33; **Bloodied** 16 — **Initiative** +4
AC 16, **Fortitude** 14, **Reflex** 15, **Will** 13 — **Perception** +5
Speed 5 — Low-light vision

Traits

Stand the Ground
The bolter can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed
The bolter can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d10 + 3 damage.

Crossbow (psychic, weapon) ✦ **At-Will**
Attack: Ranged 15 (one creature); +8 vs. AC
Hit: 1d8 + 6 damage, plus 1d6 psychic damage if the target has no cover.

Str 14 (+3)	**Dex** 16 (+4)	**Wis** 8 (+0)
Con 15 (+3)	**Int** 10 (+1)	**Cha** 12 (+2)

Alignment evil — **Languages** Common, Dwarven
Equipment chainmail, warhammer, crossbow, 20 bolts

4 Sabrak Norkers **Level 2 Minion Brute**
Small elemental humanoid

HP 1; a missed attack never damages a minion. **Initiative** +2
AC 14, **Fortitude** 15, **Reflex** 13, **Will** 12 — **Perception** +1
Speed 6 — Low-light vision

Standard Actions

Battleaxe (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 5 damage plus 1 extra damage per norker ally adjacent to the target.

Triggered Actions

Elemental Rebuke ✦ **Encounter**
Trigger: An enemy reduces the norker to 0 hit points.
Attack (No Action): Close burst 2 (triggering enemy in the burst); +5 vs. Fortitude
Hit: 6 damage.

Str 14 (+3)	**Dex** 12 (+2)	**Wis** 11 (+1)
Con 17 (+4)	**Int** 6 (+0)	**Cha** 7 (+0)

Alignment evil — **Languages** Common
Equipment battleaxe

Further exploration of the Great Shrine is handled in the next session.

Reward

Each character gains 275 XP for exploring the Sunset Shrine and defeating the cultists.

Treasure: The guardians have 30 gp per character in valuables. See also areas 6, 10, 12, and 13 for other treasure the characters might find while exploring the various side chambers.

Session 7: Shrine Guardian

The session begins where the previous session left off, with the characters having defeated the guardians in the Great Shrine. As the session begins, summarize previous events.

- The Merchant Council and Lady Bron of Iriaebor asked the characters to investigate an outbreak of the abyssal plague in Easting. A cult is spreading the plague.
- Characters might have contracted the plague after a battle against plague demons in Easting.
- A cultist captured during the same battle revealed the location of the cult's temple in the badlands south of Easting.
- The characters found the shrine entrance, fought through temple guardians, and explored the temple to its center. In the central shrine, the characters must find an entrance to the inner temple and the source of the plague. They might have clues to what awaits them from interacting with Malgrym, a prisoner, or captured cultists.

Ask the players what they know of the temple, and allow them to use what they know. If they know little or nothing, the party knows that the source of the plague must be deeper in the temple, so this shrine is likely to have a secret entrance to a deeper level.

When you're ready to start, read:
The room is silent. Palpable dread and frigid air pours forth into the area from the massive blue altar.

The adventurers are free to explore. Allow the players to place their miniatures where their characters are exploring so that you know where everyone is when the tactical encounter begins.

Features of the Area

Illumination: Oil lamps dangling from the ceiling provide bright light.

Altar: Ambient temperature drops around this altar. Any character that starts his turn adjacent to or on the altar takes 5 cold damage (the cultists are immune). See Investigating the Altar, below, for more information.

Pit: This gaping pit is 10 feet deep (Athletics DC 13 to climb), and old humanoid bones litter the bottom. A creature falling into the pit takes 1d10 damage.

Pools: Slimy water (2 feet deep) fills these basins. The pools are difficult terrain.

Rubble: These heaps of rock (broken statues) are difficult terrain and high enough to provide cover.

Statues: A green film covers each of these four figures. The film is actually dried and dead green slime (Dungeoneering DC 13 to identify). Each statue is carved to look like a human being devoured by the slime, its graven visage frozen in terror. Water issues from natural springs below the statues and trickles from their gaping mouths into the pools.

Study: This room contains a rotting desk and decrepit bookshelf. Characters searching the desk find a *potion of healing* and a random magic item (chosen by the DM) amid worthless papers and sundry items.

Investigating the Altar

From a distance, the altar looks like a block of smooth azure rock. Upon closer inspection, it gives the illusion of blue liquid oozing out of the altar and slowly flowing over the perfectly cut stone. The altar and the air around it are unpleasantly cold.

Arcana DC 13 (Detect Magic): The altar radiates a strong magical aura of protective magic, such that any creature that gets too close takes cold damage.

Perception DC 9: Under the altar, the floor is worn, indicating the altar has been moved in the past. It is likely to be hollow underneath.

Worshiping at the Altar: If a character bows to the altar or otherwise shows reverence, that character gains resist 5 cold until he or she actually takes 1 or more cold damage. (This boon explains why the cultists were immune to the altar's cold damage in the previous encounter.)

Moving the Altar: The cultists use a pass phrase to open the altar ("Amorphous One, show me the way!"), but when Zarnak triggered the temple's defenses he cut off use of the phrase. Now the only way to open the secret passage is to push the altar aside. If the characters try to do so, however, the altar, which is actually a monstrous ooze, awakens and attacks. When this happens, proceed with the **Amorphous One** tactical encounter.

Amorphous One

Encounter Level 3

Setup

Amorphous One, azure jelly (A)
4 water tentacles (T)

For a party of four, reduce the Amorphous One's hit points by 55, have *cold snap* recharge only when the ooze is first bloodied, and ignore its *icy blood* power. If

the party is having a hard time, use *instinctive rampage* less often than once per round.

For a party of six or a skilled group of players, increase the jelly's hit points by 45, have *cold snap* recharge on 5 or 6, and consider adding one or two more water tentacles.

When the ooze awakens, read:
With a flash of blue light and a rush of blood-chilling wind, the room's temperature drops to below freezing. Walls of ice spring up to seal off the exits as the altar swells and rounds, taking on the form of a blue ooze that utters something in a horrifying language. From the pools spring giant translucent tentacles of water.

If a character speaks Deep Speech, read:
The ooze says, "I hunger!"

Arcana DC 13: The water tentacles can be banished with an Arcana or Religion check. They can also be physically destroyed.

Dungeoneering DC 13: The ooze is resistant to cold and vulnerable to fire.

Walls of ice seal off the exits, trapping the characters in the shrine. (Assume that the walls of ice form just beyond the edges of the map.) The room becomes painfully cold (see Features of the Area, below), and cold resistance granted from worshiping at the altar applies.

Place the ooze and the tentacles, roll initiative, and begin combat. Any adventurer standing in the ooze's space when it awakens and attacks is pushed into a random square adjacent to the ooze.

Tactics

Amorphous One: This ooze uses *instinctive rampage* to maneuver itself into a position where it can hit as many opponents as possible with *cold snap*. It then remains close to as many enemies as possible to better leverage its aura, attacks, and *instinctive rampage*. If it can, the jelly moves so enemies attacking it in melee are within reach of the water tentacles.

Water Tentacles: These weird constructs target the closest enemies and slide them into the pit or pull them into the pools. As if part of the Amorphous One's consciousness, the tentacles work to tactically aid the gigantic ooze, hauling opponents closer to the ooze or opening space for the jelly to move. Remaining water tentacles disappear as soon as the Amorphous One dies.

Amorphous One, Azure Jelly (A) Level 3 Solo Brute
Large aberrant beast (blind, ooze)

HP 188; **Bloodied** 94 — **Initiative** +3
AC 15, **Fortitude** 16, **Reflex** 15, **Will** 14 — **Perception** +2
Speed 5 (ice walk) — Blindsight 10
Immune blinded, dazed, gaze effects; **Resist** 5 cold; **Vulnerable** 10 fire
Saving Throws +5; **Action Points** 2

Traits

Freezing Mist (cold) ✦ **Aura** 1
Enemies in the aura cannot shift. An enemy that starts its turn in the aura takes 5 cold damage.

Instinctive Rampage
On an initiative of 10 + the jelly's initiative check, the jelly can move up to its speed as a free action. The jelly can move through enemies' spaces and gains resist 5 to all damage during the move. Each time the jelly enters an enemy's space for the first time during the move, it can use *slam* against that enemy, but if the jelly hits, it does not grab the target. If the jelly cannot use a free action due to a dominating or stunning effect, then that effect ends instead of the jelly making this move.

Ooze
While squeezing, the jelly moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

Pulling Grab
The jelly can attempt to move a grabbed target as part of any action during which the jelly also moves.

Standard Actions

Slam (cold) ✦ **At-Will**
Attack: Melee 2 (one creature); +8 vs. AC
Hit: 2d6 + 4 cold damage, and the jelly grabs the target (escape DC 13).

Lash ✦ **At-Will**
Effect: The jelly uses *slam* twice.

Cold Snap (cold) ✦ Recharge ⚅
Attack: Close burst 2 (creatures in the burst); +6 vs. Fortitude
Hit: 2d6 + 4 cold damage, and the target is immobilized until the end of its next turn.
Miss: Half damage, and the target is slowed until the end of its next turn.

Triggered Actions

Chilling Feedback (cold) ✦ **At-Will**
Trigger: The jelly takes damage during its turn.
Effect (Free Action): Each creature grabbed by the jelly takes 5 cold damage.

Icy Blood ✦ **Encounter**
Trigger: The jelly is first bloodied.
Effect (No Action): *Cold snap* recharges, and the jelly uses it.

Str 17 (+4)	Dex 14 (+3)	Wis 12 (+2)
Con 15 (+3)	Int 3 (-3)	Cha 3 (-3)

Alignment chaotic evil — Languages Deep Speech

Features of the Area

Illumination: Oil lamps dangling from the ceiling provide bright light.

Dais: This dais is 3 feet high. In its center, a stone spiral staircase leads down into the darkness. An ice wall (see below) blocks the stairs.

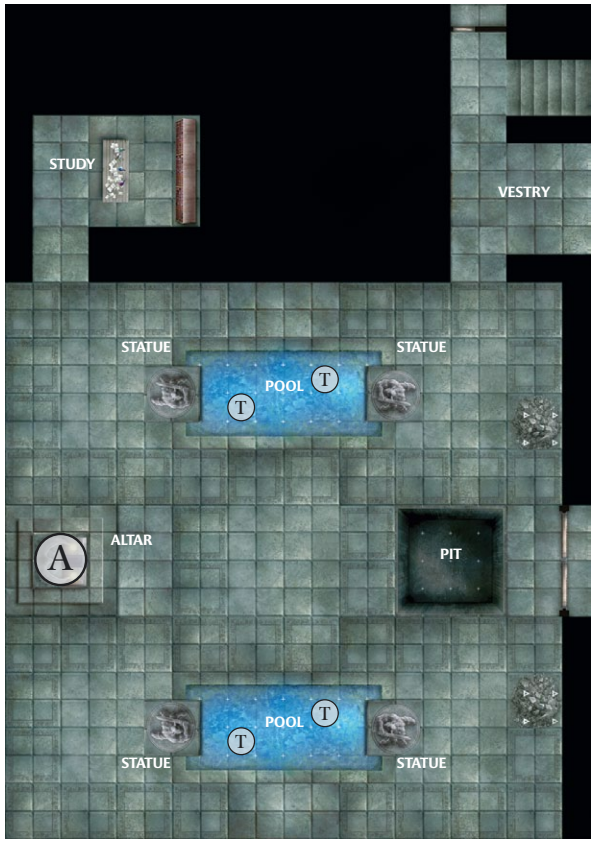
Ice Walls: These walls seal off the shrine exits until the Amorphous One is slain. Each wall is 1 foot thick (AC/Reflex 2; Fortitude 20; 100 hp; immune to cold, necrotic, poison, psychic, forced movement, all conditions, and ongoing damage).

Pit: This gaping pit is 10 feet deep (Athletics DC 13 to climb), and old humanoid bones litter the bottom. A creature falling into the pit takes 1d10 damage.

Pools: Cold water (2 feet deep) fills these basins. The pools are difficult terrain, and any creature that ends ts turn in one takes 5 cold damage.

Rubble: These heaps of rock (broken statues) are difficult terrain and high enough to provide cover.

Statues: A green film covers each of these four figures. The film is actually dried and dead green slime (Dungeoneering DC 13 to identify). Each statue is carved to look like a human being devoured by the slime, its graven visage frozen in terror. Hollows inside each statue indicate that each was some sort of fountain, but they are no longer functional.



Study: See page 91 for details.

Conclusion

When the Amorphous One dies, read:

The massive ooze turns solid, like dark ice, and then shatters. It leaves behind an immense blue jewel. The unnatural cold subsides, and the ice blocking the exits and covering a spiral staircase in the dais melts. The stairs lead down into a dark hole that has strange whispers emanating from it.

The adventurers have accessed the secret passage to the Temple of the Eye—the heart of the shrine and the birth site of the abyssal plague.

Characters can take an extended rest at this time. Those who have lesser abyssal plague must make an Endurance check for the disease (see the progression, page 68).

Reward

For battling the Amorphous One and finding the entrance to the Temple of the Eye, each character gains 350 XP.

Treasure: The aquamarine gem inside the ooze is worth 100 gp per character. Characters can also find treasure in the study (see page 91).

Chapter 3

Fresh after an extended rest, the characters are ready to enter the Temple of the Eye below the Great Shrine. Most of the characters should have 2,250 XP and, therefore, be 3rd level.

Session 8: Grip of Madness

As the session begins, summarize previous events.

- The Merchant Council and Lady Bron of Iriaebor asked the characters to investigate an outbreak of the abyssal plague in Easting. A cult is spreading the plague.
- Characters might have contracted the plague after a battle against plague demons in Easting.
- A cultist captured during the same battle revealed the location of the cult's temple in the badlands south of Easting.
- The characters found the shrine entrance, fought through temple guardians, and explored the temple to its center. There, the adventurers defeated all the guardians and descended a spiral staircase leading to the lower temple.

When you're ready to start, read:

Down the spiral staircase the meaningless but maddening whispers grow louder. The stair emerges from the center of the ceiling into a small room. Black stone makes up the walls here, and four hallways lead away from this chamber.

Skill Challenge: Maze of Madness

The characters' first objective is to reach the Temple of the Eye, but first they must navigate a confusing maze.

The session begins in the maze's entrance chamber, which is described in the read-aloud text above but for which there is no map. Four tunnels lead from this chamber, and each one is keyed to a specific element (air, earth, fire, or water).

This skill challenge consists of a sequence of scenes that deal with specific parts of the maze and different sets of skills. Although certain skills are

noted, allow players to be creative with solutions and the skills their characters use.

Complexity: Special—see the **Temple of the Eye** tactical encounter, page 95.

Time Frame: Each scene represents a few minutes of exploration or travel in the maze.

Scene 1: Choose the Path

When the characters inspect the four tunnels that lead from the maze's entrance chamber, read:

Each hallway looks the same—dark and full of gibbering whispers. The only differences exist in the symbol above each door: an eye within a left-handed spiral, but each has a different symbol as a pupil.

Arcana DC 9: The pupils are twisted elemental symbols representing air, earth, fire, and water.

Arcana DC 13: The perverse nature of each symbol leads one to consider the negative aspects of each element. Air is invisible, fleeting, and has a love for rumor and falsehoods. Earth is unforgiving and unyielding. Fire is cunning, hot, and destructive. Water is cold and dark, yielding but smothering.

If the party also succeeded on the DC 13 Religion check and knows of the Elder Elemental Eye, the adventurers can infer that these symbols might denote evil servitors of the Elder Elemental Eye.

Dungeoneering DC 21: The passages turn in such a way to suggest they must eventually intersect. This room is likely to be the heart of a spiraling maze. It's unlikely to matter which entrance the party chooses. Success on this check forewarns the adventurers that they're entering a maze, granting the characters a +2 bonus on all checks in scenes other than this one.

Religion DC 13: The eye symbols are like those of Ghaunadaur, but the spiral is not usually part of his symbol. If the characters know the cultists worship the Elder Elemental Eye, they can deduce that this is that being's symbol.

4 Water Tentacles (T) **Level 2 Minion Trap**
Object

Detect automatic **Initiative** +3
HP 1; a missed attack never damages a minion.
AC 16, **Fortitude** 12, **Reflex** 14, **Will** 13
Speed 2
Immune cold, poison, all conditions, ongoing damage

Traits

Poolbound
A water tentacle cannot leave its pool. If forced out of its pool, is it destroyed instantly.

Watery Form
When the tentacle takes damage from an attack that does not deal force damage or is not a critical hit, it can make a saving throw to reduce the damage to 0.

Standard Actions

Slam (cold) ✦ **At-Will**
Attack: Melee 5 (one creature); +5 vs. Reflex
Hit: 5 cold damage, and the tentacle slides the target up to 3 squares.

Countermeasures

✦ **Destroy:** Arcana or Religion (standard action from up to 5 squares away): DC 13 destroys 1 tentacle in range, DC 20 destroys 2 tentacles in range. *Failure (8 or lower):* A tentacle uses *slam* as a free action.

Choosing a Path: The adventurers can follow one or more tunnels. Note the elements of the paths they choose, and proceed with scene 2.

Scene 2: Elemental Madness

Within the hallway, the whispering grows louder and begins to make sense. It speaks of power and the glory of the elements. Sensations begin to engulf you . . .

Exact sensations depend on the element chosen. Air creates the feeling of falling. With earth comes the impression of being crushed. Fire feels searing hot. A sense of drowning overwhelms the group that picked water. The sensation accompanies the need of the characters to orient themselves and navigate the maze. Use the element to help you describe the trip.

Ask each player how his or her character moves through the maze, deals with the elemental madness, or helps others do so, and then have each character make an appropriate skill check. For instance, one character might attempt to negate the adverse effect using Arcana while another uses Endurance to resist it. An adventurer can try to bolster his or her comrades using Diplomacy. Any character who succeeds on a DC 21 check reduces the group's Insight check DC by 2, effectively making it easier for everyone to navigate the maze. If the party split into smaller groups in scene 1, a character can reduce the group check DC only for his particular group.

After each character has made a check as described above, have each group make a group Insight check.

Insight DC 13 (Group Check): Each adventurer must make this check. If more than half the characters in the group fail the check, every character in the group loses 1 healing surge. Continue with scene 3 after the group check is made.

Scene 3: Elemental Hazard

If the adventurers are together in one group, they come to a 30-foot-wide room containing an elemental hazard. If they split into multiple groups back in scene 1, each separate group must confront its own hazard.

Ask each player how his or her character deals with the hazard, and then have each character make an appropriate skill check. For instance, one character might try avoiding the hazard using Acrobatics, while another might use Perception to discern a safe path. Any character who succeeds on a DC 21 check reduces the group skill check DC (see below) by 2, effectively making it easier for everyone to avoid the hazard. If the party split into smaller groups in scene 1, a character can reduce the group check DC only for his group.

Group Check (see below): The relevant skill depends on the group's chosen element, and every group member must make this check. If more than half the characters in the group fail the check, every character in the group loses 1 healing surge. Continue with scene 3 after the group check is made.

Air

The sound of howling wind comes from ahead, and you soon arrive at a ledge overlooking a large room. The ledge is high above the jagged floor, and thin wooden pillars provide stepping-stones to a closed door on the other side. Wind blows through the chamber from unexpected directions.

Nature DC 21 (Group Check): The characters ride the wind gusts to safety.

Earth

A grinding sound comes from ahead, and you soon stand at the edge of a large room. The only exit is a closed door across the cracked floor from the entrance. Large boulders move across the floor, grinding into one another, blocking easy access to the other side of the room.

Dungeoneering DC 21 (Group Check): The characters navigate a safe path across the grinding boulders.

Fire

A crackling sound comes from ahead, and you soon stand at the edge of a large room. Glowing coals cover the floor. A smoky haze fills the air but does not obscure the closed door on the other side of the chamber. Coals closest to you are brightest, as if reacting to your presence.

Stealth DC 21 (Group Check): The characters cross the room without causing the coals to flare.

Water

The sound of a waterfall comes from ahead, and you soon stand at the edge of a large room. Water spouts from the floor upward before rushing toward a great whirlpool in the chamber's center. The water and mist does not obscure the closed door on the other side of the room.

Endurance DC 21 (Group Check): The characters navigate the currents to cross the room safely.

Scene 4: Arrival at the Temple

The whispers gradually fade, and the long dark tunnel ends at a sturdy pair of doors emblazoned with a giant symbol of an unblinking eye.

Proceed with the **Temple of the Eye** tactical encounter, placing the characters' miniatures outside whichever set of doors is tied to the element (or elements) they chose in scene 1. The doors are unlocked and open into the temple.

If the party split into multiple groups in scene 1, have the groups arrive at the temple simultaneously, but don't allow players from different groups to pass information back and forth until the party is reunited.

If any characters lost healing surges in scene 2 or scene 3, make sure those losses are recorded before beginning the tactical encounter.

Temple of the Eye

Encounter Level 3

When the adventurers enter the heart of the temple, they come in through the door associated with their chosen element (see the map), and the room is empty. (If the characters split into smaller groups to navigate the Maze of Madness, each group enters through a different set of doors.) Characters who lost one or more healing surges in the Maze of Madness are tired and confused when they arrive here—see the Setup section.

When the characters open the doors, read:
Beyond the doors is a large sunken room in the shape of an inverted, three-tier step pyramid with the doors at the top edge and stairs leading down. Each level is about 10 feet deeper than the one above, with a rough, angled slope of black stone between each tier. Basins of fire provide ample light, but a 30-foot-tall obelisk of black crystal in the center of the room reflects none of this illumination. Scaffolding supports a wooden platform that leads from the top tier of the inverted pyramid to the top of the obelisk. Crates and tools lie on the platform and near its supports. Across the room is an altar of black stone, as well as other sets of double doors.

Once the characters enter, they can see the second altar and all the double doors. Ask each player how his or her character explores the room, so you have an idea where each adventurer is when the encounter begins. As soon as anyone touches the obelisk or steps on the lowest tier of the room, the monsters appear.

Arcana DC 9 (Detect Magic): The obelisk radiates magic so strong it is almost overwhelming.

Setup

2 Black Cyst elementals (B)
4 plague demon chaos lashers (D)

Do not place the monsters until a character touches the obelisk or steps on the lowest tier of the room.

When the monsters appear, read:
Whispers fill the chamber, quickly rising to a piercing wail. The fires flicker, and plague demons leap from black portals that appear near the basins. Two creatures of steaming black stone split from the obelisk's massive bulk, each one leaving a shimmering energy, like a magical doorway, behind on the stone from which it emerged.

Begin combat. Any character who lost one or more healing surges in the Maze of Madness grants combat advantage (save ends).

Tactics

Creatures here work together poorly. Each monster is inclined to choose its own opponent.

Black Cyst Elementals: These creatures charge into combat if they can, then pummel their foes into oblivion. They employ *quake slam* and *ill wind* to hurl foes farther and lower into the room. An elemental can take a move action to teleport from a square adjacent to one shimmering energy portal (see Features of the Area) to a square adjacent to the other.

Plague Demons: Like the demons in Easting, these fiends prefer targets not yet infected with the plague. Each demon picks an enemy, trying to grab that foe and isolate it. Unlike the demons in Easting, these demons try to kill the intruders from the start.

Features of the Area

Illumination: Bright light.

Altars: These stone structures are difficult terrain and provide cover. Any elemental creature standing on or adjacent to an altar deals 3 extra damage on attacks.

Black Obelisk: This central black spire is extremely cold. Any non-elemental creature that starts its turn in a square adjacent to the obelisk takes 5 cold damage.

Shimmering Energy Portals (S): Set into the faces of the obelisk, one atop the wooden platform and the other on the lowest tier, are two portals that lead through the obelisk into the innermost sanctum of the temple. While the Black Cyst elementals exist, the characters cannot pass through the portals. After the elementals die, it becomes clear to anyone looking into these portals, as well as anyone who has training in Arcana, that the portals are exits from the room.

2 Black Cyst Elementals (B) **Level 4 Brute**
Medium elemental magical beast (air, earth, fire, water)

HP 65; **Bloodied** 32 **Initiative** +4
AC 16, **Fortitude** 17, **Reflex** 16, **Will** 15 **Perception** +6
Speed 5 (7 while charging)

Traits

☼ **Mud Slick ✦ Aura** 1
While the elemental is bloodied, the aura is difficult terrain for enemies, and the elemental can push or slide enemies in the aura 1 extra square.

Sensitive to Radiant
Whenever the elemental takes radiant damage, it gains vulnerable 5 to the next attack that hits it before the end of its next turn.

Stnadard Actions

⨺ **Slam** (fire) **✦ At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d10 + 5 damage, and ongoing 5 fire damage (save ends).

⨺ **Quake Slam ✦ Recharge** ⚄ ⁝
Effect: The elemental can charge and/or use *slam* twice. If the elemental hits the same target with both attacks, the elemental can push that target 1 square and knock it prone.

Minor Actions

⨺ **Ill Wind ✦ At-Will** (1/round)
Effect: Melee 1 (a creature taking ongoing fire damage); the elemental can slide the target 1 square.

Str 17 (+5)	**Dex** 15 (+4)	**Wis** 8 (+1)
Con 15 (+4)	**Int** 3 (-3)	**Cha** 12 (+3)

Alignment chaotic evil Languages Abyssal, Primordial

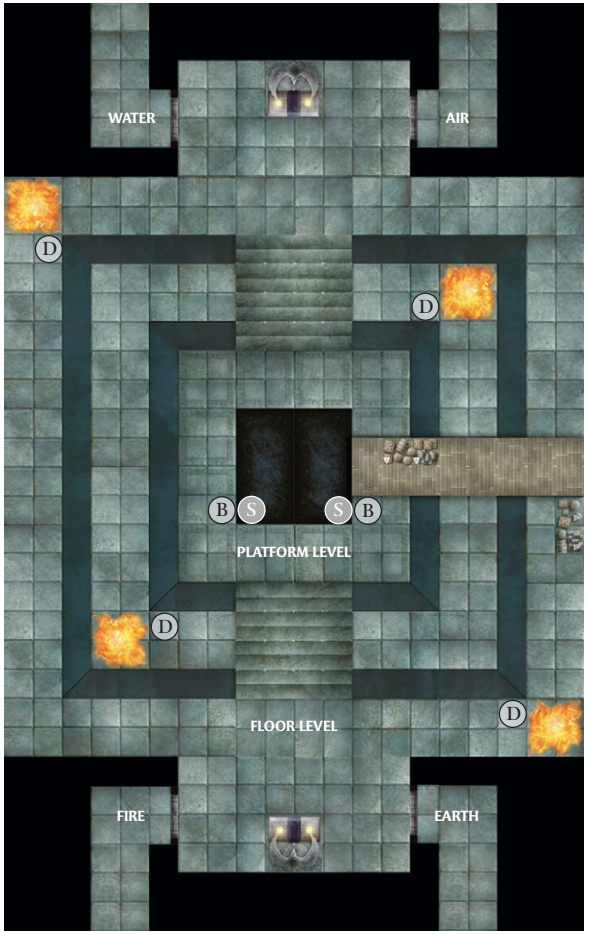
Fire Basins: These four elemental fires burn without fuel. Any creature that enters a square in the fire or starts its turn there takes 5 fire damage. A creature can take this damage only once per turn.

Inverted Pyramid Tiers: From the outside edge of the map toward the black obelisk, each gray area of the map represents a slope to a lower tier. These slopes are rough rock (Athletics DC 9 to climb). A creature that falls down a slope takes 1d6 damage, but the creature can slow its fall, taking no damage, with a successful DC 13 Acrobatics or Athletics check.

Stairs: These gradual stairways are normal terrain.

Storage Containers: These crates and barrels are difficult terrain that is high enough to provide cover. The containers hold treasure (see Reward below).

Wooden Scaffolding: These supports brace the platform that leads from the upper tier of the room to the top of the black obelisk. Scaffolding towers 20 feet above the lowest tier and 10 feet above the middle tier. It can be climbed (Athletics DC 9).



4 Plague Demon	Level 1 Skirmisher
Chaos Lashers (L)	
Medium elemental beast (demon)	
HP 30; **Bloodied** 15	**Initiative** +5
AC 15, **Fortitude** 13, **Reflex** 14, **Will** 12	**Perception** +1
Speed 8	Darkvision

Traits

Lone Predator
If the demon hits an enemy that has no other creatures adjacent to it, the demon deals that enemy 1d6 extra damage.

Pulling Grab
The demon can attempt to move a grabbed target as part of any action during which the demon also moves.

Standard Actions

Bite (disease) ✦ **At-Will**
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 1d8 + 4 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts lesser abyssal plague (stage 1).

Lashing Assault ✦ **Recharge** when the demon hits with *bite*
Requirement: The demon must have no creature grabbed.
Effect: The demon shifts up to its speed and makes the following attack at any point during this movement.
Attack: Melee 1 (one creature); +4 vs. Reflex
Hit: 1d8 + 4 damage, and the demon grabs the target (escape DC 12).

Minor Actions

Tongue Lash ✦ **At-Will**
Requirement: The demon must have no creature grabbed.
Attack: Melee 2 (one creature); +4 vs. Reflex
Hit: The demon slides the target 1 square.

Triggered Actions

Variable Resistance ✦ **Encounter**
Trigger: The demon takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The demon gains resist 5 to the triggering damage type until the end of the encounter.

Str 14 (+2)	**Dex** 17 (+3)	**Wis** 12 (+1)
Con 14 (+2)	**Int** 2 (-4)	**Cha** 10 (+0)

Alignment chaotic evil **Languages** –

Conclusion

Once the demons and elementals are defeated, the characters have time to explore the room and search for treasure. To exit the room and proceed to the next encounter, the characters must enter the shimmering energy portals. End the session once all the characters enter the portals.

Reward

Dealing with the Maze of Madness and the monsters within the Temple of the Eye, and exiting the temple through the portals, earns each character 350 XP.

Treasure: Within the storage containers the characters find valuables worth 30 gp per character as well as two *potions of healing* and a random level 3 magic item.

Session 9: Waking Nightmare

As the session begins, summarize previous events.

- The Merchant Council and Lady Bron of Iriaebor asked the characters to investigate an outbreak of the abyssal plague in Easting. A cult is spreading the plague.
- Characters might have contracted the plague in Easting or during the last encounter.
- A cultist captured in Easting revealed the location of the cult's temple.
- The characters found the shrine entrance, fought through its guardians, and explored the Temple of the Eye.
- At the end of the last session, the characters entered magical portals in the side of a black stone obelisk.

When the characters pass through the shimmering portals in the Temple of the Eye, they find themselves outdoors, on the road leading to Easting. To reach the Black Cyst, they must find a way to escape from this fiendish dreamscape.

When you're ready to start, read:

A wide road leads into Easting's central square, which has a large, tree-shaded pond in the middle. Wooden houses line the streets. A three-story building in the village square looks more like a fortress than a house; a wooden sign showing an ox drinking from a barrel hangs above its main door. Across from it stands a white-plastered temple.

Not a soul stirs on the streets. All doors and shutters are closed. The smell of smoke is strong. A building burned to its foundation is the closest structure to the village's edge.

Caught in a Mindscape

At first, everything appears to be just like it was in Session 1 in Easting. The village seems slightly more sinister, however. Air is hotter and water is fouler, and shadows move in the characters' peripheral vision.

Dealing with the Mindscape

The characters are caught in the temple's last line of defense. They are in a twisted mindscape, a vivid and deadly nightmare. Time flows differently here—while the adventurers might sense hours passing, the whole experience takes only a few heartbeats. To escape, the adventurers must deal with the mindscape's aspects and defeat the mind holding the characters here.

Insight: Each time the party finishes exploring one of the three sections of the environment other than the Thirsty Ox—see Nightmare Easting below—the characters are entitled to a group Insight check (DC 21). Each area has skill checks associated with it, to be used as guidelines for roleplaying, and each successful check at the site lowers the group Insight DC by 2. Special actions taken at the site might grant other decreases to the DC.

For example, if the characters explore the Burned Building and succeed on two checks, the group

Insight DC becomes 17. If the characters also bury the corpses at the site, the DC becomes 13.

If half or more of the characters succeed on the group Insight check, the check is a success. Each success makes the village seem more sinister like the final description of the Thirsty Ox's barn. Successes and failures also have an effect on the upcoming combat–see the Benefits of Exploration section below and the **Eye of a Nightmare** tactical encounter on page 99.

Benefits of Exploration

Characters gain benefits in the tactical encounter based on successful group Insight checks. Each effect lasts until the end of the encounter.

Burned Building: The characters gain some dream resilience, which takes the form of a +1 power bonus to saving throws.

Tharizdun's Temple: The characters gain some mental clarity, which takes the form of a +1 power bonus to attack rolls and damage rolls.

Shrine of Hope: The characters gain some dream endurance, which takes the form of a +1 power bonus to all defenses.

Nightmare Easting

If the adventurers call out or knock on doors, no one answers. The party can break into any building (Strength DC 21 to break a door or shutters; Thievery DC 13 to pick the lock). In doing so, they find the interior is a blackened husk as if the structure was burned in a fire that did not affect the outside. Blackened bones might be found within, the remnants of former occupants. When the last character leaves such a structure, it collapses as if it were made of ash.

Like in Session 1, four places might be of interest to the characters. These locations are shown in the order the characters reach them on the main road from the outside of the village.

Burned Building

This ruin is the remains of a large house. Five bodies remain in the debris, and looking on these unburied corpses fills the characters with despair. Pristine digging tools are scattered near the foundation.

Examining the Building: Characters can learn the following information.

Heal DC 13: None of the dead here were infected with the abyssal plague.

Insight or Religion DC 13: A religious or empathic character intuits the dead have received no last rites. Someone might perform such a ceremony.

Nature DC 13: The fire did no damage to the other buildings nearby, and it should have. If the characters learn this fact, nearby buildings suddenly "grow" fire damage. One adjacent building collapses as if it burned down instantly.

Perception DC 13: Although the fire is recent, no one has approached this building in ages.

Interring the Dead: If the characters bury the dead here, making the area more like it is in the real world, the group Insight check DC decreases by 4.

Tharizdun's Temple

As the characters approach the temple, its walls blacken and deteriorate. Its bowed windows look like screaming mouths. At the front door stands the basalt statue of a faceless, robed male figure with demons cavorting at his feet and a shard of black crystal clutched in his hands.

Shard: The shard comes out of the statue easily, but holding it is like grasping ice.

Arcana DC 13 (Detect Magic): The shard is faintly magical.

Sanctuary: Within the building is an empty, domed place of worship with one other exit. In the center of the floor is a small hole. The shard from the statue's hands fits into this hole.

Arcana DC 13 (Detect Magic): The hole has a faint magical aura. If the character has seen the shard's aura, the auras match as might be expected for an item and its receptacle.

Placing the Shard: If the characters place the shard into the hole, it grows into a 3-foot-tall replica of the obelisk in the Temple of the Eye. The dome lights with violet radiance, and gibbering whispers fill the air. Doing so also lowers the group Insight check DC by 2.

A booming voice says, *"Only the chosen may come before me! The unfit I place on the outside."*

A successful Perception check (DC 13) reveals the whispering makes sense. Each voice says a single word in varying dread tones. "Tharizdun" is that word. A successful History check or Religion check (DC 21) reveals that this name is associated with an isolated demonic cult long ago in Chessenta and more recently in Akanûl.

Back Courtyard: The exit in the sanctuary leads back outside into a walled courtyard. Two burned skeletons sprawl here, one wearing scraps of violet robes and the other girded in the blackened and rusted remains of heavy armor. A longsword of unblemished steel remains next to the armored skeleton.

Heal DC 13: The robed skeleton, a female human by the looks of the bones, shows signs of the abyssal plague. The other skeleton is of a human male.

Shrine of Hope

Leaves fall and disintegrate like ash as the characters approach the great oak near the town center. At its foot is a makeshift altar that has a shining plate armor gauntlet on it. The gauntlet is splattered with blood, and a gory dagger rests on the altar alongside black candles that burn with violet flame.

Examining the Altar: Characters can learn the following information.

Arcana DC 13 (Detect Magic): The candles are magically affixed to the altar. They can be put out only with another successful Arcana check (DC 13). The candles can be removed from the altar easily if they

are extinguished. Otherwise, prying a candle from the altar requires a DC 21 Strength check.

Religion DC 8: The gauntlet is the symbol of Torm, ruler of Celestia, who is a just and honorable deity of battle. Torm is well known for protecting the cosmos against evil and chaos. The dark candles and bloody sacrifice the dagger implies would be an affront to Torm. These blasphemies should be removed.

Cleansing the Shrine: If the adventurers remove the blood, dagger, and candles from the altar, the group Insight check DC decreases by 4.

The Thirsty Ox

The inn is nothing more than a sealed pile of dark masonry with a false door. A public storage barn is nearby. It's empty unless the party has attempted at least two group Insight checks.

If the party has attempted these checks, read:
The sky turns red. Living plants die and drop their leaves. Buildings have collapsed, noiselessly, between this moment and the last, leaving the village a lifeless ruin. Only the barn that originally housed the sick remains standing. It has no roof, and the upper floor has broken walls. No doors or shutters block the doorways or windows.

Go to the **Eye of a Nightmare** tactical encounter, below, when the characters arrive at the barn after attempting two or more group Insight checks.

Passive Perception DC 16: Prowling boldly among the ruins are small, four-legged, red creatures that have crystalline back spikes and fanged beaks that open sideways.

Eye of a Nightmare

Encounter Level 4

Setup

1 demonic nothic mindwarp (N)
4 plague demon scavengers (S)
4+ plague demon harriers (H)

The nothic is hidden on the barn's top floor, the scavengers approach from off the map, and the minions emerge on their turn (see the Tactics section). Each failure on a group Insight check while exploring the village causes one extra harrier to appear in this encounter. Place the monsters when they appear.

Characters begin in the Start area.

When the encounter starts, read:
Within the shambles of the barn are ladders to the second floor and stacks of storage containers. Where some of the sick laid in the real Easting are humanoid skeletons that have red, gold-flecked crystal protrusions.

A shriek erupts from within the barn, and the skeletons start to glow. Small, four-legged, red creatures that have crystalline back spikes and fanged beaks that open sideways emerge from the nearby ruins and rush toward you.

The monsters here are innately aware of approaching intruders, so no side has surprise.

Tactics

All these monsters fight until destroyed.

Nothic: This creature remains hidden (Perception DC 19 to spot if a character has line of sight to it), delaying its turn until the other monsters engage the characters. It uses *warping gaze* whenever it can, attacking the character who can see it or a creature it can gain combat advantage against. It saves its action point until it is bloodied to use *forbidding glare* to escape melee attackers and follow up with *warping gaze*. If the nothic is reduced to 0 hit points, go immediately to the Conclusion section.

Plague Demon Scavengers: These demons swarm the characters to keep them away from the nothic and grant one another combat advantage.

Plague Demon Harriers: These demons emerge from the skeletons—see the Features of the Area section—on their turn, two emerging from one skeleton if necessary. They otherwise fight like the plague demon scavengers.

Features of the Area

Illumination: Bright light from the red sky.

Barn: This wooden building is 10 feet high, or slightly higher where broken walls remain on the upper floor. It has two floors. No doors or shutters block access into the structure. Straw covers the floor, except where storage containers are stacked in the rear room. Inside are large openings in the ceiling, with ladders leading to the straw-covered upper floor.

Broken Walls: The shattered and gapped walls of the upper floor are 3 feet high and can provide cover.

Bushes: A square containing one of these plants is difficult terrain.

House Ruins: Remains of this cabin's walls are 3 feet high and can provide cover. No doors or windows remain, but ruined furniture creates difficult terrain.

Rocks: This rubble is difficult terrain.

Skeletal Remains (H): The plague demon harriers emerge from these bones, which present no obstacle.

Spring: This foul pool is difficult terrain at the edges and 5 feet deep in squares that touch no land. It is acidic—a creature that starts its turn in the pool takes 5 acid damage.

Storage Containers: These containers are tightly stacked and 5 feet high, making them blocking terrain that can be climbed (Athletics DC 9). The area atop them is difficult terrain.

Demonic Nothic Mindwarp (N)	Level 4 Lurker (Leader)
Medium aberrant humanoid (demon)	
HP 48; **Bloodied** 24	**Initiative** +8
AC 18, **Fortitude** 17, **Reflex** 15, **Will** 16	**Perception** +6
Speed 6	Darkvision, truesight 10
Traits	
☼ **Bloodletting Soul ✦ Aura** 2	
An ally in the aura that is reduced to 0 hit points can make a melee basic attack as a free action.	
Abyssal Vigor	
This creature has 1 action point.	
Standard Actions	
⊕ **Claw ✦ At-Will**	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
Warping Gaze (illusion, psychic) **✦ Recharge** when no creature is affected by this power	
Attack: Ranged 5 (one creature); +7 vs. Will	
Hit: 2d6 + 5 psychic damage, and the target grants combat advantage (save ends). Until the target saves against this effect, the nothic is invisible to every enemy but the target, and its *claw* deals 1d6 extra damage to the target.	
Miss: The nothic has partial concealment until the end of its next turn.	
Forbidding Glare (fear, psychic) **✦ Encounter**	
Attack: Close burst 2 (enemies in the burst); +7 vs. Will	
Hit: 1d8 + 5 psychic damage, and the nothic pushes the target up to 2 squares.	
Miss: Half damage, and the nothic can push the target 1 square.	
Skills Stealth +9	
Str 16 (+5) **Dex** 14 (+4) **Wis** 8 (+1)	
Con 18 (+6) **Int** 8 (+1) **Cha** 16 (+5)	
Alignment chaotic evil **Languages** Abyssal, Deep Speech	

Trees: Smaller trees are 20 feet tall, and the larger one near the pool is 30 feet tall. Their trunks are blocking terrain that can be climbed (Athletics DC 9). These trees have big thorns. If a creature is forced into the tree trunk, that creature takes 5 damage. A creature can take this damage only once per turn.

4 Plague Demon Scavengers (S)	Level 2 Skirmisher (Leader)
Small elemental beast (demon)	
HP 34; **Bloodied** 17	**Initiative** +6
AC 16, **Fortitude** 13, **Reflex** 15, **Will** 13	**Perception** +2
Speed 8	Low-light vision
Traits	
☼ **Blur of Claws ✦ Aura** 1	
At the start of the scavenger's turn, any enemy that is in the aura and grants the scavenger combat advantage takes 5 damage.	
Standard Actions	
⊕ **Claw ✦ At-Will**	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts lesser abyssal plague (stage 1).	
Frenzied Claw ✦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and any other scavenger within 5 squares of the target can shift 2 squares toward the target as a free action.	
Move Actions	
Scuttle ✦ At-Will	
Effect: The scavenger shifts 3 squares.	
Str 13 (+2) **Dex** 16 (+4) **Wis** 13 (+2)	
Con 10 (+1) **Int** 2 (-3) **Cha** 10 (+1)	
Alignment chaotic evil **Languages** –	

Conclusion

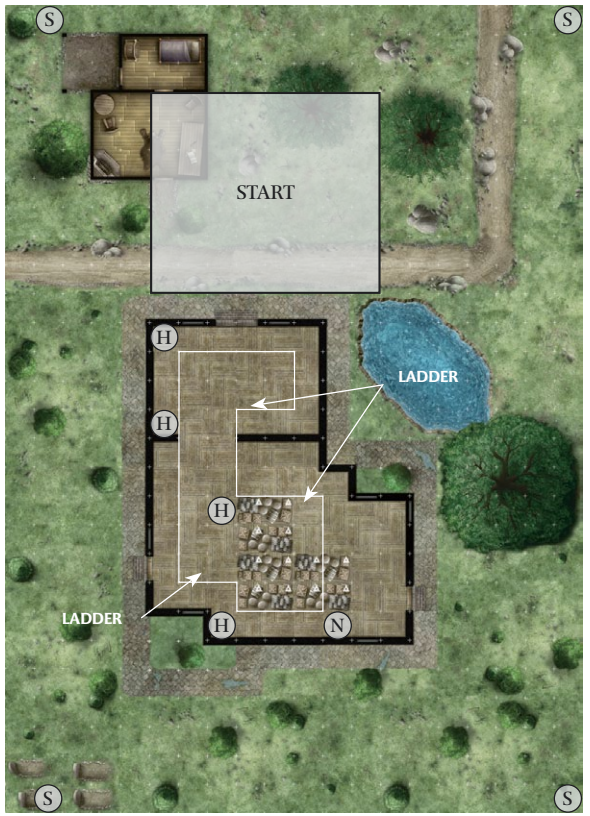
The nothic is the focus of the magic keeping the characters in the mindscape. Once it dies, the mindscape shatters and the fight is over. All the other monsters disappear.

When this happens, read:

The one-eyed humanoid shatters in a flash of light, and the twisted village slowly washes away as if somebody threw water on a wet painting, showing more and more of a black room full of cold light. A familiar red-haired dwarf in violet robes glares at you as you begin to materialize.

"Why does it remain silent?" he asks.

4 Plague Demon Harriers (H)	Level 2 Minion Skirmisher
Small elemental beast (demon)	
HP 1; a missed attack never damages a minion.	**Initiative** +6
AC 16, **Fortitude** 13, **Reflex** 15, **Will** 13	**Perception** +2
Speed 7	Low-light vision
Standard Actions	
⊕ **Bite ✦ At-Will**	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 5 damage, or 7 damage if the target is granting combat advantage to the demon, and the demon can shift 1 square. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts lesser abyssal plague (stage 1).	
Str 13 (+2) **Dex** 16 (+4) **Wis** 13 (+2)	
Con 10 (+1) **Int** 2 (-3) **Cha** 10 (+1)	
Alignment chaotic evil **Languages** –	



The session ends here as characters reach the Black Cyst. Escaping the mindscape is invigorating. Each adventurer gains the full benefits of a short rest.

Reward

Each character gains 350 XP for exploring nightmare Easting and defeating the monsters there.

Treasure: The characters find that an item carried by one of them has become magical. Items that the characters interacted with in the mindscape can inspire your choice—maybe a longsword, a dagger, a gauntlet, a holy symbol (especially of Torm), or an implement that has crystal parts.

Session 10: The Black Cyst

As the session begins, summarize previous events.

- The Merchant Council and Lady Bron of Iriaebor asked the characters to investigate an outbreak of the abyssal plague in Easting. A cult is spreading the plague.
- Characters might have contracted the plague in Easting or sessions before this one.
- A cultist captured in Easting revealed the location of the cult's temple.
- The characters found the temple, fought through its guardians, and explored it to its center.
- The characters entered magical portals in the side of a black stone obelisk. In so doing, they became trapped in a nightmare version of Easting. The adventurers overcame the trials of this mindscape and escaped into the true heart of the temple.

When you are ready to start, read:

A familiar red-haired dwarf in violet robes glares at you as you begin to materialize.

"Why does it remain silent?" he asks. "No matter!"

As the surroundings become solid, space warps. The robed dwarf is across the room beside a pool of glowing red liquid flecked with silver and gold. Two black altars flank the pool.

A room of black stone takes shape in the cold light of the portal behind you. Black liquid fills two long basins in the floor, one with a grotesque statue looming over it and the other with a pile of rubble where a statue might have been. Near the center of the room are a round basin and a cage. Inside the cage is a sprawled, deformed humanoid shape.

Two dwarves in black plate armor stand to each side of the round basin, between you and the robed dwarf.

"Why are you here?" he asks from beyond the cage.

Zarnak is irritated at the intrusion, but unless the characters attack immediately, he is willing to talk. He is curious about the adventurers, especially their motives and how they got here. He calmly enquires about his brothers, although he doesn't really care about them (Insight DC 13).

If asked about his purpose, Zarnak starts to rave about his true goals. See the Character Profile: Zarnak sidebar. If the characters mock him or interact with the Voidharrow basin, Zarnak attacks. Make sure you are familiar with the Voidharrow Basin skill challenge in case the characters choose to interact with the basin during the encounter. Then, proceed with the **Mad Seer** tactical encounter on page 103.

Conclusion

If, after combat, the adventurers still need to close the Voidharrow basin, use or continue the Voidharrow Basin skill challenge. Once the corrupt basin is closed, the characters can use the portal here to escape the temple. Go to the A Way Out section.

Skill Challenge: Voidharrow Basin

This challenge begins once the characters interact with the Voidharrow basin (the red tile on the tactical map). When a character who has training in Arcana, Nature, or Religion comes within 5 squares of the basin, he or she instantly understands that this source of the abyssal plague is leaking, like corrupt blood, into this reality from another dimension. Draining energy from the basin should close the opening between the worlds.

Arcana checks, Nature checks, and Religion checks can be made within 5 squares of the basin. A character needs to be adjacent to the basin or the altars to use Endurance or Thievery, although Endurance has a special use as an immediate interrupt. Each character can make one check per round.

Level: 4.

Complexity: 3 (8 successes before 3 failures).

Primary Skills: Arcana, Endurance, Nature, Religion, Thievery.

Arcana (arcane or elemental character only; DC 14 as a standard action; DC 21 as a minor action): The character drains away the eldritch energy holding the gap open and allowing the Voidharrow through. If the result is 21 or higher, the character can also deal 5 damage to an enemy within 5 squares.

Endurance (DC 14 as a standard action; DC 21 as an immediate interrupt): The character drains energy from the basin through his or her body.

Endurance can also be used as an immediate interrupt to take the damage for an adjacent character who failed a check and should take damage (see Failed Checks below). If this check is successful, the character making the Endurance check takes the damage instead of the character who failed. This use of Endurance does not count as a success on the skill challenge, but it cancels the failure.

Nature (primal character only; DC 14 as a standard action; DC 21 as a minor action): The character uses primal power to rebalance the natural world and drive the Voidharrow back to where it came. If the result is 21 or higher, the character can also deal 5 damage to an enemy within 5 squares.

Religion (divine character only; DC 14 as a standard action; DC 21 as a minor action): The character channels astral radiance to force the elemental corruption of the Voidharrow out of this existence. If the result is 21 or higher, the character can also deal 5 damage to an enemy within 5 squares.

Thievery (DC 14 as a standard action; DC 21 as a minor action): The character mars symbols and messes with reagent arrangements on the altars to ruin the arcane matrix holding the Voidharrow here.

Failed Checks: Each failed check deals 5 damage to the character who attempted the check. If a character fails twice on any one attempt at this skill challenge, he or she also must also succeed on a saving throw at the end of the encounter or contract lesser abyssal plague (stage 1).

Success: This intrusion of the Voidharrow is banished from the world. All plague originating from this basin disappears, and its victims can no longer advance to stage 3 of the disease. Those already in stage 3 decrease to stage 2 and slowly recover rather than dying or transforming into a demon. Primal spirits of the earth bless the characters, who can each spend one healing surge and regain 5 extra hit points.

Failure: The Voidharrow reacts violently, dealing all the characters 5 damage. To remove this intrusion of Voidharrow, the adventurers have to start the skill challenge over again.

Reward

Each character gains 500 XP for defeating Zarnak and closing the Voidharrow basin, completing their quest to find and stop the abyssal plague.

Treasure: The characters find *residuum* and valuables in the room worth 100 gp per character, along with two random level 3 magic items.

A Way Out

With the destruction of the Voidharrow basin and the death of Zarnak, the characters have completed their quest. However, they are still within the Black Cyst without an obvious exit. The blue portal is the key.

Any interaction with the portal shows that sentient minds can easily influence the arcane device. The party can redirect the portal to any other area within the Temple of the Eye or the Sunset Shrine, including the Teeth of Ghaunadaur. Using the portal in this way allows the adventurers to avoid a hazardous trek back through hostile territory, but it is a one-way trip.

Easting

Once the characters are outside the temple, travel back to Easting is uneventful. If the characters closed the Voidharrow basin, they find the village rejoicing and rebuilding. Sick citizens are recovering or cured. The party receives a heroes' welcome and the chance to take and extended rest before returning to Iriaebor. Those who have lesser abyssal plague must make an Endurance check for the disease (see the progression, page 68), but no one can progress to stage 3.

Jakairn: If the characters left Jakairn Sabrak in the care of Easting's authorities, then the dwarf has escaped captivity by the time the characters return. Jakairn killed no one in his escape, and he left no clue to his direction of travel. He did, however, leave a dagger next to Father Evendur's pillow, perhaps to show that he chose to leave without undue mayhem.

Mad Seer

Encounter Level 4+

Setup

Zarnak Sabrak (Z)
2+ Sabrak templars (T)

Characters begin on the blue portal (blue tile)—see the Features of the Area section. Once the combat has started, new monsters arrive from the same portal at the start of given rounds. Choose the mix of norker minions and dwarf minions as you see fit.

Round 2: 1 Sabrak templar and 3 minions.

Round 3+: 1d4 minions. There can be no more than 5 minions on the map at a time.

Tactics

Zarnak: Zarnak stays close to the Voidharrow basin (see Features of the Area), avoiding melee by keeping his allies between him and the party. He moves to keep a number of allies within 3 squares of him. The seer uses *lightning scourge* and *thunderous outrage* as escape tools.

Templars and Minions: Zarnak's allies protect Zarnak by keeping foes away from the mad seer.

Features of the Area

Illumination: Bright light.

Altars: These stone structures are difficult terrain that is high enough to provide cover.

Blue Portal: This magical doorway's area is lightly obscured. When the adventurers realize the portal is bringing enemies in, a character who has training in Arcana knows the portal can be disrupted. Doing so requires a successful Arcana check (DC 13 as a standard action; DC 21 as a minor action). Success prevents minions from arriving until the end of the successful character's next turn.

Cage: The bars of this enclosure go from floor to ceiling (10 feet) and provide cover. The doorway to the cage is locked (Strength DC 25 or Thievery DC 21 to open; Zarnak has the key). Within is the corpse of a demonic nothic that appears to have died from starvation.

Dark Pits: The pits are 2 feet deep and filled with necrotic seepage. They are difficult terrain. A creature that starts its turn in the pool takes 5 necrotic damage and is slowed until the end of its turn.

Rubble: This debris is difficult terrain.

Statue: The intact statue is blocking terrain. It depicts a 9-foot-tall faceless brute with misshapen limbs—someone's ghastly interpretation of the Elder Elemental Eye.

Voidharrow Basin (Orange Tile): This pool is difficult terrain. A creature that starts its turn in the pool takes 5 damage and must also succeed on a saving throw at the end of the encounter or contract lesser abyssal plague (stage 1). Zarnak and his servants are immune.

Well: This spring-fed water basin is full of swirling pure water 50 feet deep. Water fills the well almost to the top. The well's sides are 3 feet high and can provide cover.

Conclusion

Unless the characters closed the Voidharrow basin, they still have work to do. Continue the skill challenge or go to the Conclusion section on page 101.

Character Profile: Zarnak

Zarnak is the leader of Clan Sabrak and the mastermind behind the plague in Easting.

Goals: To restore the lost power and prestige of clan Sabrak at any cost. He plans to use the Abyssal plague to raise an army of demons and conquer the region. The mad seer also plans to help the Elder Elemental Eye escape its ancient bonds.

Key Traits: Insane and supremely confident, Zarnak is completely convinced he cannot lose. He is lucid while calm, but his lunacy breaks through the more agitated he becomes. Then he raves, spouting curses and prophecies of doom.

Motivation: Madness and contact with Tharizdun. Zarnak is insane beyond salvation.

Fears: Zarnak fears nothing, despite the fact that he has seen a possible future that includes his death at the hands of the characters.

Weaknesses: In his arrogance, Zarnak is willing to take unreasonable personal risks.

Mannerisms and Physical Characteristics: Zarnak is a tall dwarf who has wild red hair, sickly pale skin, and feverish wide eyes. He wears purple robes and black boots, and he is armed with a scourge. When speaking, his eyes twitch and widen, and his expression changes rapidly to match his riot of emotions.

Session 11: Tharizdun's Wrath

As the session begins, summarize previous events.

- The Merchant Council and Lady Bron of Iriaebor asked the characters to investigate an outbreak of the abyssal plague in Easting. A cult worshiping the Elder Elemental Eye was spreading the plague.
- A cultist captured in Easting revealed the site of the cult's temple.
- The characters battled their way to the heart of the cult's temple, defeated the cult's leader, and sealed the Voidharrow basin, saving the area from this intrusion of the plague.
- Characters might have contracted the plague in various ways.
- The adventures received a hero's welcome in Easting, where they took an extended rest and made ready to return to Iriaebor to report to the Merchant Council and receive a reward.

When you are ready to start, read:

The trip from Easting was uneventful, other than a chance meeting with Hendar, Sir Arveen's squire, and his party on their return from their messenger mission to Iriaebor. The squire and his comrades celebrated your victory as they shared your camp for a night.

Father Evendur provided you with a sealed and signed report of your deeds, which you presented to the Merchant Council and Lady Bron. They praised your efforts, gave you each a reward of 50 gp, and granted you free room and board for a month at the Wandering Wyvern, one of the city's finest inns.

Ask the players how their characters intend to spend the evening. If they are openly speaking of recent events, admirers gather around to hear the stories of the adventure. If the adventurers prefer privacy, they can quietly enjoy their food, listening to the news and stories of other patrons.

In any case, Cinda and Ellen, barmaids who are twin sisters, serve the party. The two are friendly and efficient, taking turns bringing the characters what they need. Sometimes one sister brings a drink right as the characters ask the other sister for it. Neither takes kindly to rudeness, and neither does the human bartender Bragi nor the half-orc bouncer Girbog.

Unexpected Informant

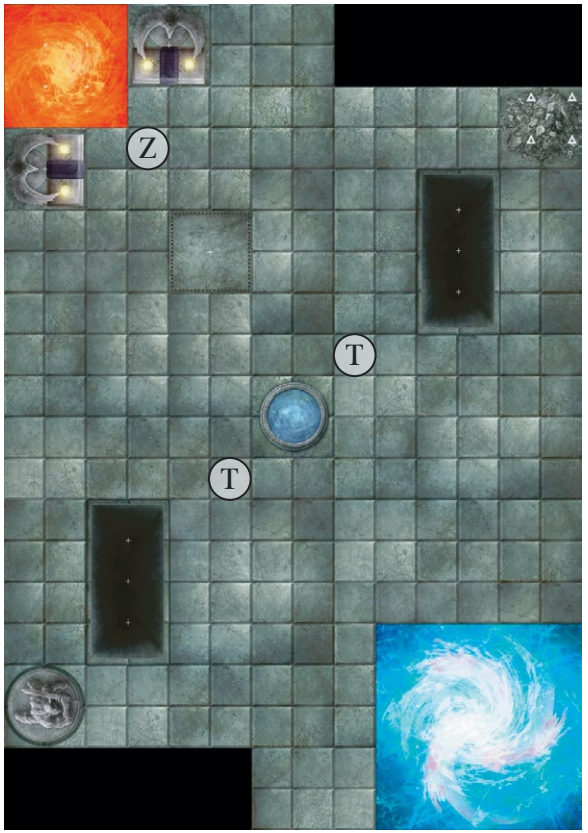
At some point early in the evening, a pale, hooded elf carefully contacts the character who is the easiest to approach. If the characters spared Chalindra in Session 3, you can use her. Otherwise, the elf is a female who identifies herself as Belbol Zhaun. (In Elven, Belbol Zhaun means "bringer of knowledge," which suggests strongly that her name is an alias.) In either case, the elf is a drow in disguise (Insight DC 21 to see through, although the characters recognize Chalindra).

Belbol Zhaun is a stocky female, wearing hunter's clothing and armed with a large knife and crossbow. She is polite, treating the characters with careful respect. Although she prefers to speak with female characters, she is not rude to males.

The informant claims to have knowledge about mutual enemies that should be of great interest to the characters. If the characters refuse, she sneers, shrugs, and leaves. Otherwise she sits down, asking for a drink before she starts.

Once seated and comfortable, the "elf" reveals that she knows about the characters' run-in with the Sabrak cult of the Elder Elemental Eye. She doesn't know exactly what happened, so she is curious about the details. However, it's fine with her if the characters prefer that she get to the point.

Those for whom the informant works consider the cultists to be enemies. They have discovered that the entity known as the Elder Elemental Eye is also known as the Chained God, Tharizdun. This evil deity is the foe of all living things. The informant, on behalf of Quarvalsharess, thanks the characters for their heroics. (Quarvalsharess is Elven for "the Goddess"—this is a direct drow reference to Lolth, which characters recognize with a DC 13 Religion check.)



The informant explains that a small band of those who worship the Chained God have come to Iriaebor. She tracked a drow cultist named Vlondril here and has seen this drow watching the characters' comings and goings. Vlondril is a skilled killer, so the party should make ready for an attack.

Cinda and Ellen end their workday and leave the Wandering Wyvern during the characters' talk with the informant. Having delivered her information, the informant stands and places bone tube on the table.

Zarnak Sabrak (Z) **Level 4 Elite Controller**
Medium natural humanoid, dwarf

HP 112; **Bloodied** 56 **Initiative** +4
AC 18, **Fortitude** 16, **Reflex** 15, **Will** 17 **Perception** +8
Speed 5 (earth walk) Low-light vision
Saving Throws +2; **Action Points** 1

Traits

Blessing of the Elder Eye (thunder) ✦ **Aura** 3
Each bloodied ally in the aura deals 3 extra thunder damage with melee attacks and ranged attacks.

Share Visions
Allies who can see Zarnak can be surprised only if he is. Zarnak and such allies gain a +2 bonus to initiative checks.

Stand the Ground
Zarnak can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed
Zarnak can make a saving throw to avoid falling prone when an attack would knock him prone.

Standard Actions

Lightning Scourge (lightning, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d8 + 1 damage plus 1d4 + 4 lightning damage, and Zarnak can slide the target 1 square.

Mind Shock (lightning, psychic) ✦ **At-Will**
Attack: Ranged 10 (one creature); +7 vs. Will
Hit: 1d4 + 3 lightning damage plus 1d6 + 4 psychic damage, and the target is slowed until the end of Zarnak's next turn.

Mad Flurry ✦ **At-Will**
Effect: Zarnak makes two basic attacks.

Thunderous Outrage (psychic, thunder) ✦ **Recharge** when first bloodied
Attack: Close blast 5 (enemies in the blast); +7 vs. Will
Hit: 1d4 + 3 psychic damage plus 1d6 + 4 thunder damage, and Zarnak pushes the target up to 2 squares and knocks it prone.

Inspire Carnage ✦ **Encounter**
Effect: Close burst 3 (Zarnak and each ally in the burst); the target can make a basic attack or charge as a free action.

Move Actions

Move as One ✦ **Recharge** ⚄ ⚅
Effect: Close burst 3 (Zarnak and each ally in the burst); the target can shift up to 2 squares as a free action.

Skills Arcana +9, Religion +9
Str 12 (+2) **Dex** 10 (+2) **Wis** 12 (+3)
Con 16 (+5) **Int** 15 (+4) **Cha** 18 (+5)
Alignment chaotic evil **Languages** Abyssal, Common, Dwarven, Primordial
Equipment robes, scourge

2 Sabrak Templars (T) **Level 3 Soldier**
Medium natural humanoid, dwarf

HP 48; **Bloodied** 24 **Initiative** +3
AC 19, **Fortitude** 16, **Reflex** 13, **Will** 16 **Perception** +5
Speed 5 Low-light vision

Traits

Insane Focus (fear, psychic) ✦ **Aura** 1
Enemies in the aura cannot shift. If an enemy is in the aura and marked by the templar, and that enemy makes an attack that does not include the templar as a target, the enemy takes 5 psychic damage.

Stand the Ground
The templar can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed
The templar can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d10 + 6 damage, and the templar can push the target 1 square. The templar can then shift 1 square into the square the target vacated.
Effect: The templar marks the target until the end of the templar's next turn.

Chaos Lure (psychic) ✦ **At-Will**
Attack: Ranged 10 (one creature); +6 vs. Will
Hit: 1d6 + 4 psychic damage, and the templar pulls the target up to 3 squares.
Effect: The templar marks the target until the end of the templar's next turn.

Lure and Smash ✦ **Recharge** ⚄ ⚅
Effect: The templar uses chaos lure and then uses warhammer. If the templar hits the same target with both attacks, the templar also knocks the target prone.

Str 17 (+4) **Dex** 10 (+1) **Wis** 8 (+0)
Con 16 (+4) **Int** 10 (+1) **Cha** 16 (+4)
Alignment chaotic evil **Languages** Common, Dwarven
Equipment plate armor, heavy shield, warhammer

When this happens, proceed with the **Streets of Iriaebor** tactical encounter, page 107, but see also the Bystanders section below.

Bystanders

Although you can use her to give the characters beneficial hints in the initial stages of the **Streets of Iriaebor** tactical encounter, the informant leaves the Wandering Wyvern and disappears into the city during the fight.

Patrons in the inn panic and move away from the area once any violence starts. Bragi hunkers down behind the bar with a crossbow. His major aim is to protect the liquor and beer, but might take one or two pot shots at a cultist during the fight if you want him to help the characters out. Allow a player to roll the crossbow attack: +7 vs. AC; 1d8 + 3 damage.

Ellen, Cinda, and Girbog might be involved in the battle. If the characters rescue Ellen while Cinda and/or Girbog are conscious, the others take Ellen back into the tavern. These nonplayer characters can also help the adventurers. For example, Cinda or Ellen might sneak into the street and use Heal to trigger an unconscious character's second wind.

Sabrak Warrior **Level 1 Minion Artillery**
Medium natural humanoid, dwarf

HP 1; a missed attack never damages a minion. **Initiative** +3
AC 15, **Fortitude** 13, **Reflex** 14, **Will** 12 **Perception** +4
Speed 5 Low-light vision

Traits

Dwarf Solidarity
The warrior gains a +4 bonus to Fortitude and Will while adjacent to a dwarf ally.

Stand the Ground
The warrior can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed
The warrior can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +6 vs. AC
Hit: 4 damage, or 6 damage while the warrior is adjacent to a dwarf ally.

Crossbow (psychic, weapon) ✦ **At-Will**
Attack: Ranged 15 (one creature); +8 vs. AC
Hit: 4 damage, plus 2 psychic damage if the target has no cover.

Str 13 (+1)	**Dex** 16 (+3)	**Wis** 8 (-1)
Con 15 (+2)	**Int** 10 (+0)	**Cha** 12 (+1)

Alignment evil **Languages** Common, Dwarven
Equipment chainmail, warhammer, crossbow, 20 bolts

Sabrak Norker **Level 2 Minion Brute**
Small elemental humanoid

HP 1; a missed attack never damages a minion. **Initiative** +2
AC 14, **Fortitude** 15, **Reflex** 13, **Will** 12 **Perception** +1
Speed 6 Low-light vision

Standard Actions

Battleaxe (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 5 damage plus 1 extra damage per norker ally adjacent to the target.

Triggered Actions

Elemental Rebuke ✦ **Encounter**
Trigger: An enemy reduces the norker to 0 hit points.
Attack (No Action): Close burst 2 (triggering enemy in the burst); +5 vs. Fortitude
Hit: 6 damage.

Str 14 (+3)	**Dex** 12 (+2)	**Wis** 11 (+1)
Con 17 (+4)	**Int** 6 (+0)	**Cha** 7 (+0)

Alignment evil **Languages** Common
Equipment battleaxe

Girbog might throw a chair at an enemy, causing that foe to grant combat advantage for a round.

Don't roll checks or attacks for these improvised nonplayer character actions. Use them to add fun and drama to the scene, and to reward the characters for decisive action and roleplaying in the encounter.

Concluding the Adventure

By thwarting the ambush in Iriaebor, the characters have dealt with what might be the vanguard of a larger cult in the region. Congratulations! Your players have ceased the spread of the abyssal plague and survived the wrath of the Chained God, completing this season of D&D Encounters.

The drow introduced in this adventure provide a hint of what players can expect in the next D&D Encounters season, which focuses on the drow and their web of intrigue. With the threat of the Elder Elemental Eye ended, all eyes turn to Lolth and her plans for the hearty folk of Faerûn!

Reward

The characters gain 300 XP each for talking to the informant, fighting the cultists, and (potentially) saving some innocents. If a player has attended every session, that player's character should have 3,750 XP, enough to reach 4th level.

The Informant's Tube: The bone cylinder contains a small, tapered bone rod encrusted with crystals and inscribed with runes. A scroll with it identifies the rod as a portal key found on some Sabrak dwarves killed in the badlands outside the Sunset Shrine. The note suggests the key might work somewhere within the temple. The characters know that an active portal exists in the temple's deepest reaches. What the party does with the information and the key is another tale beyond the scope of this adventure. You can use the portal key as a hook for an adventure of your own devising, or as the means to transport the heroes to another published adventure you are prepared to run.

Treasure: The cultists have valuables worth 50 gp per character. Among these valuables are silver symbols of a left-handed spiral—the symbol of Tharizdun, the Chained God.

Streets of Iriaebor

Encounter Level 5

Setup

Vlondril, Elder Eye cult assassin (V)
2 deathjump spiders (S)
2 Elder Eye cult berserkers (B)

Just after the party talks with the informant, assassins serving the Elder Elemental Eye trigger an ambush.

When this happens, read:
A loud crash outside, followed by screams and the bellowing of an ox, draws patrons of the Wandering Wyvern to the windows. Out on the street, an ox wagon has crashed into a public fountain. Ellen is trapped between the wagon and the fountain, unconscious. Cinda stands nearby, screaming in panic, and a sturdy-looking figure tries to calm the ox, which is in the fountain thrashing about. The wagon's driver struggles to stand in the back of the wagon, and finally manages to crouch.

Vlondril, the leader of these killers, is disguised as a passed-out drunk lying prone next to the inn door. The wagon driver and ox handler are actually Elder Eye cult berserkers who staged the accident as per Vlondril's instructions. Vlondril's pet deathjump spiders wait nearby, ready to pounce.

Place only those creatures the characters can see when the attack begins, likely the berserkers.

Passive Insight DC 14: The character notices that the wagon driver seems more interested in the tavern than the injured woman.

Passive Insight DC 21: A character who can see Vlondril notices her watching the action and readying to strike.

Passive Nature DC 14: The character notices that the ox handler isn't trying very hard to help or calm the ox. He must not be very familiar with such animals.

Perception DC 18: The character spots a spider to which he or she has line of sight.

Heal DC 10: Even from this distance, it's clear the crash has badly injured Ellen.

Development

The patrons immediately look for help to any of the adventurers who were open about their past heroics. Otherwise, everyone gawks in a daze.

If the characters fail to act, Girbog (the Wandering Wyvern's half-orc bouncer) rushes out in the street to push the wagon off Ellen. The two berserkers attack and mortally wound him as he begins to move the wagon. They then close in on Cinda, doing the same to her if no one intervenes.

Tactics

Vlondril: The crazed drow starts prone, perhaps unnoticed, and attacks with *pull together*, gaining combat advantage if no character succeeded on the passive Insight check mentioned in the Setup section. If Vlondril has used *elemental vigor* and her allies are all bloodied or dead, she flees through the nearby alley. She saves *cloud of darkness* for her escape.

Spiders: When Vlondril gives the order, the spiders use *death from above* and attack characters engaged in combat. As opportunity allows, they move into positions that enable Vlondril or the berserkers to flank enemies.

Berserkers: These fanatics are bent on killing the characters. They fight to the death.

Features of the Area

Illumination: Street lanterns provide bright light.

Buildings: Every structure on the map is 20 feet high (Athletics DC 21 to climb) with a sharply slanted roof (difficult terrain). The other simple shops on the street are locked up for the night (Athletics DC 14 or Thievery DC 14 to force open).

Ox in the Fountain (O): An ox occupies this pool at the beginning of combat, blocking these squares. If someone cuts the ox loose (a standard action or two minor actions), the fountain instead becomes difficult terrain (the statue at its center is broken). The ox flees off the map if freed.

Wagon: The wagon is wedged on the fountain with one broken wheel. It can be lifted off Ellen (Athletics DC 14 as a standard action; DC 21 as a move action; doing so also stabilizes Ellen, who can then breathe). If the wagon and ox are separated, the wagon can be pushed (Athletics DC 14 for half the

Vlondril, Elder Eye Cult Assassin (V) **Level 4 Elite Lurker**
Medium fey humanoid, drow

HP 44; **Bloodied** 22 **Initiative** +10
AC 18, **Fortitude** 15, **Reflex** 17, **Will** 16 **Perception** +6
Speed 6 Darkvision
Saving Throws +2; **Action Points** 1

Traits

Quick Draw
Vlondril can draw or sheathe a light weapon as a free action.

Standard Actions

Short Sword (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 3d6 + 4 damage.

Shuriken (weapon) ✦ **At-Will**
Attack: Ranged 10 (one creature); +9 vs. AC
Hit: 2d4 + 6 damage.

Fall Apart (illusion) ✦ **Recharge** when Vlondril uses *pull together*
Effect: Vlondril falls prone. Until the start of her next turn, she gains a +5 power bonus to all defenses against close attacks and area attacks, and enemies think she is dead. An enemy cannot make a melee attack or a ranged attack against her unless that enemy succeeds on a DC 21 Insight check as a minor action.

Pull Together ✦ **Recharge** when Vlondril uses *fall apart*
Requirement: Vlondril must be prone.
Effect: Vlondril stands up, shifts up to 2 squares, and makes four basic attacks. She can shift 1 square each time she hits or misses with one of these attacks. Each of these attacks deals half damage on a miss.

Minor Actions

Cloud of Darkness ✦ **Encounter**
Effect: Close burst 1. The burst creates a zone that lasts until the end of Vlondril's next turn. The cloud blocks line of sight for all creatures except Vlondril. While entirely within the cloud, any creature other than Vlondril is blinded.

Skills Acrobatics +11, Athletics +8, Bluff +10, Insight +6, Stealth +11
Str 12 (+3) **Dex** 18 (+6) **Wis** 8 (+1)
Con 14 (+4) **Int** 12 (+3) **Cha** 17 (+5)
Alignment chaotic evil **Languages** Abyssal, Common, Elven
Equipment leather armor, short sword, 20 shuriken

2 Deathjump Spiders (S) **Level 4 Skirmisher**
Medium natural beast (spider)

HP 52; **Bloodied** 26 **Initiative** +5
AC 18, **Fortitude** 17, **Reflex** 16, **Will** 15 **Perception** +7
Speed 6, climb 6 (spider climb) Tremorsense 5
Resist 5 poison

Traits

Web Walk
The spider ignores difficult terrain composed of webs.

Standard Actions

Bite (poison) ✦ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d6 + 3 damage, and the target takes ongoing 5 poison damage (save ends).

Death from Above ✦ **Recharge** ⚅ ⚄ ⚃
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses *bite*, knocking the target prone on a hit.

Move Actions

Prodigious Leap ✦ **Encounter**
Effect: The spider jumps 10 squares. This movement does not provoke opportunity attacks.

Skills Athletics +9, Stealth +8
Str 14 (+4) **Dex** 12 (+3) **Wis** 10 (+2)
Con 12 (+3) **Int** 1 (-3) **Cha** 8 (+1)
Alignment unaligned **Languages** –

2 Elder Eye Cult Berserkers (B) **Level 3 Brute**
Medium natural humanoid, human

HP 38; **Bloodied** 19 **Initiative** +3
AC 15, **Fortitude** 16, **Reflex** 15, **Will** 14 **Perception** +1
Speed 6

Traits

Elder Eye Cult Tactics
The berserker deals 1d6 extra damage to any target the berserker is flanking.

Standard Actions

Morningstar (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 2d10 + 3 damage.

Triggered Actions

Berserker Strike ✦ **Encounter**
Requirement: The berserker must have taken damage during the encounter.
Trigger: The berserker hits with a melee basic attack.
Effect (No Action): The berserker deals 1d10 extra damage with the triggering attack.

Elemental Rage (healing) ✦ **Encounter**
Trigger: The berserker drops to 0 hit points.
Effect (No Action): The berserker falls prone but regains 19 hit points, and *berserker strike* recharges.

Skills Athletics +9, Intimidate +7
Str 17 (+4) **Dex** 14 (+3) **Wis** 10 (+1)
Con 17 (+4) **Int** 10 (+2) **Cha** 12 (+2)
Alignment chaotic evil **Languages** Abyssal, Common
Equipment hide armor, morningstar

pusher's speed as a move action; DC 21 for up to the pusher's speed).

Wounded Civilians: Any injured bystander—Ellen (E), and perhaps Cinda (C) and Girbog—dies in 5 rounds unless stabilized (Heal DC 14) or healed with a healing power.

Conclusion

When the adventurers defeat the cultists, the adventure is over. Go to Concluding the Adventure on page 106.

About the Authors

Peter Sleijpen won an adventure writing contest for Gen Con UK in the late nineties, which led to him writing and developing adventures for the Living Greyhawk™ and Living Forgotten Realms® campaigns. He lives alone with two sneaky Siamese hell cats that have killed countless adventurers and monsters.

Chris Sims is a full-time developer and editor at Wizards of the Coast, currently hard at work on D&D® Next. He lives in Washington state with his wife and daughter. On Twitter, he's @ChrisSSims.

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